Ultimate Mortal Kombat 3

SHEEVA WINS

Saturn

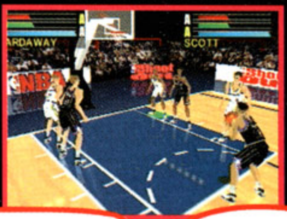
War Gods

Arcade

Panzer Dragoon Zwei II

Saturn

NBA Shoot Out



PlayStation

GAMEPRO®

THE #1 VIDEO GAME MAGAZINE

issue 92

K2
SUPER MARIO RPG

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • 3DO • Neo•Geo • Arcade • Handhelds • PC

Killer Instinct 2

Killer Tactics & Combos!

25 Reviews!

- Alien Trilogy
- VR Soccer '96
- Magic Carpet
- Earthworm Jim 2
- Night Warriors: Darkstalkers' Revenge

Super Strategy!

SUPER MARIO RPG

NEWS YOU CAN USE

NINTENDO 64: WHERE ARE YOU?

THE 16-BIT GAMER'S SURVIVAL GUIDE

ATARI CALLS IT QUITS!

38 Sneak Previews!

- Street Fighter Alpha 2
- Tekken 2
- Final Fantasy VII
- Beyond the Beyond
- Ken Griffey Jr.'s Winning Run

CODES FOR:

Donkey Kong Country 2 • Street Fighter Alpha • Clockwork Knight 2

An IDG Communications Publication

May 1996

$4.99 Canada $6.50

If the suspense doesn't kill you, something else will.

Mission Briefing: Problem reported at Bio-Weapons Research facility in Raccoon Hills. No communication with Science Staff in six weeks. No response

©CAPCOM CO., LTD. 1996 ©CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. RESIDENT EVIL is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. PlayStation, the

Your team should not be misled by the neat and orderly appearance of this isolated mansion. A major corporation's been conducting questionable research here. You'll soon discover the results of some very, very careless experiments.

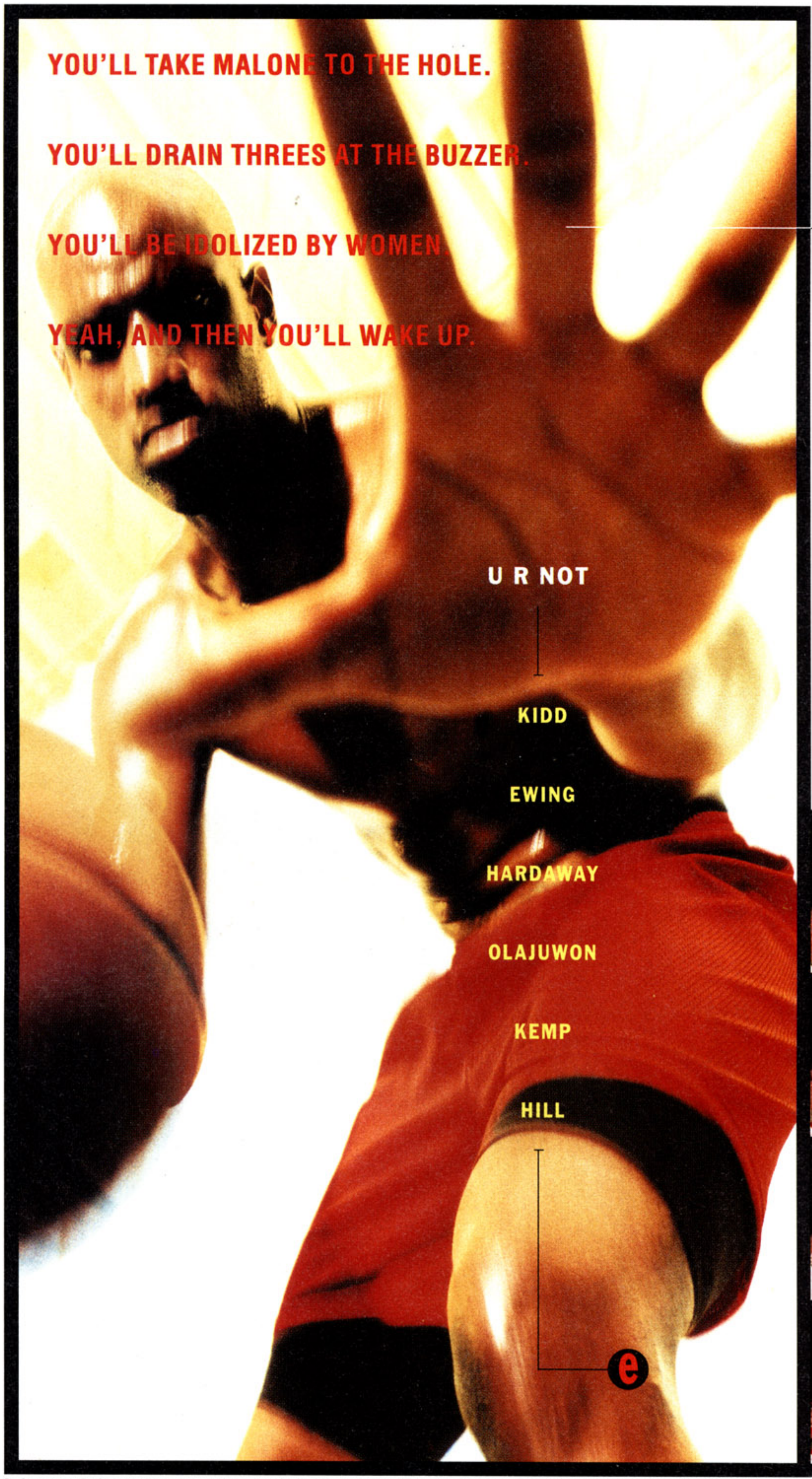
From hyper-realistic 3D lighting and an ominous CD quality sound-track and special effects, to unique action perspectives, this intense drama unfolds, building terror and suspense with every new room you wander through.

Fight or flight? When you're under-powered and on the run, split-second decision making abilities are key. Discover and arm yourself with anything you find: knives, pistols, shotguns, flame-throwers and more.

This twisted 32-bit polygon-based blood-bath isn't limited to gleaming dining rooms and endless polished hallways. Answers are found in darkest corners of the estate cemetery, crumbling guest houses, and a mysterious tower.

from initial reconnaissance team. No backup. You are on your own. CAPCOM® MATURE M AGES 17+ PlayStation™ RESIDENT EVIL™

PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment Inc. Feel like you may need a little emotional support? Try www.capcom.com


YOU'LL TAKE MALONE TO THE HOLE.
YOU'LL DRAIN THREES AT THE BUZZER.
YOU'LL BE IDOLIZED BY WOMEN.
YEAH, AND THEN YOU'LL WAKE UP.
U R NOT
KIDD
EWING
HARDAWAY
OLAJUWON
KEMP
HILL
e

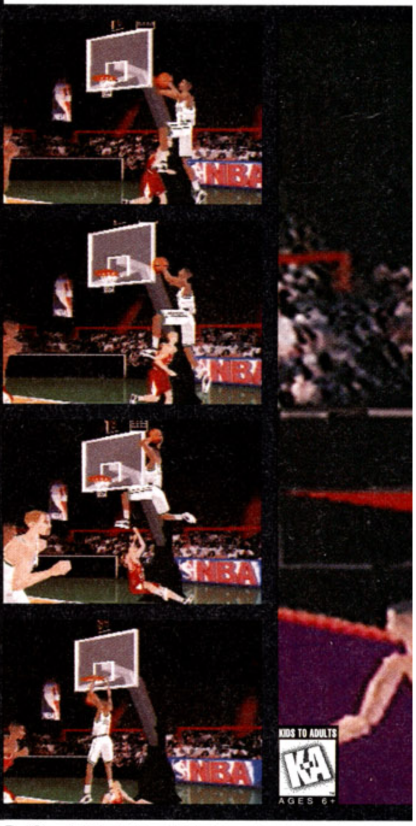
NBA Shoot out

Okay, rookie. Here's

all the 3-D realism,

other wannabees–uh,

the basketball game


NBA
KIDS TO ADULTS
K-A
AGES 6+

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R NOT E is a trademark of Sony Interactive Entertainment Inc. NBA Shoot Out is a trademark of NBA Properties, Inc. The NBA and individual NBA team identifications used on or in this product are
Call 1-800-771-3772 for information on Game Ratings. For game hints call 1-900-933-SONY (7669). The charge is $.95 per minute (avg. length of call 4 min.). Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week.

PlayStation

your chance to go up against the big boys. Play for an entire season. Find yourself man-to-man with

intensity and sweaty, stinky action of playing in the NBA. And, with Multi tap, you can even link-up with seven

we mean *players*, too. With over 300 NBA players and real plays, NBA Shoot Out is, without a doubt,

of your dreams (which, let's face it, is as close as you're ever gonna get to the real thing). PlayStation

18
NBA
ANDERSON
NBA
JOHNSON
OFFICIAL LICENSED NBA PRODUCT

trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective member teams may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All rights reserved. U.S. only. ©1996 Sony Computer Entertainment Europe (a division of Sony Electronic Publishing Limited). If you actually read all of this, you're a bigger loser than we thought. http://www.sony.com. R1, R1, R2, R2, L1, L2, L1, L2 (This is not stupid legal copy.)

Advertisement

THE GODS...
...HAVE ARRIVED.
Williams
http://www.wargods.com
www.williamsentertainment.com
MIDWAY
©1996 WILLIAMS ENTERTAINMENT INC. ALL RIGHTS RESERVED. WILLIAMS IS A TRADEMARK OF WILLIAMS ELECTRONICS GAMES INC.

Hey Subscriber!
Are You Moving?

SCARY LARRY
GAMEPRO OR BUST!

Give us advance notice and you're sure to get your next issue on time...as usual.

Write to:
GamePro Subscriptions
P.O. Box 55527
Boulder, CO 80322
(Be sure to include both your old and new address)

GAMEPRO
MORTAL KOMBAT III

GAMEPRO

President/Publisher	**John F. Rousseau**
Executive Assistant to the President	**Lonnie M. Gee**
Vice President/Editorial Director	**LeeAnne McDermott**
Editor-in-Chief	**Wes Nihei**
Creative Director	**Francis Mao**
Assistant Managing Editor	**Kathy Skaggs**
Senior Editors	**Chris Strodder** **Lawrence Neves** **Mike Weigand**
Associate Editors	**Chris Nicolella** **Tom Russo** **Paul Curthoys**
Editorial Interns	**Austin Leininger** **Jon Robinson**
Senior Content Editor, GamePro Online	**John Fisher**
Editorial Assistant, GamePro Online	**Kim Baldwin**
Senior Designer	**Carey Perez**
Designer	**Charmaine Conui**
Art Intern	**Joaquin Siopack**
Production Manager	**Susanna E. Hoffert**
Assistant Production Manager	**Shelly Reimer**
Production Coordinator	**Cathie Burgyan**
Director of Manufacturing	**Fran Fox**
Manufacturing Manager	**Cathy Theroux**
Manufacturing Specialist	**Lynn Luis**
Circulation Manager	**Marcia Newlin**
Newsstand Sales Manager	**Bill Horan**
Subscription Specialist	**Amy Nibbi**
Customer Service Representative	**Irene Basurto**
Associate Publisher	**Cyndy Sandor**
Marketing Services Manager	**Susan Crown**
Marketing Services Specialist	**Manisha Patel**

INFOTAINMENT WORLD

CEO	**Patrick Ferrell**
COO/Senior Vice President	**Bruce W. Gray**
Vice President, Circulation	**Holly Klingel**
Vice President, Human Resources	**Christine Y. Yam**
Human Resources Representative	**Kelly Lynch**
Executive Assistant to the CEO	**Diana Cruz**
Director, Corporate Communications	**Valerie Hennigan**
Corporate Creative Director	**Janette Harms**
Senior Production Manager	**Patricia Ferguson**
Group Director, Expositions & Events	**Therese Merrell**
Show Director, IMA Exposition	**Cindy Penrose**
National Sales Manager, IMA Exposition	**Rick Froton**
Account Executive, IMA Exposition	**Brian Murphy**
Conference Manager	**Laura Simmons**
Conference Coordinator	**Rebecca Patton**
Marketing Coordinator	**Tiffany Wallace**
Exposition Sales Coordinator	**Alicia Reed**
Events Coordinator	**MaryAlison Berry**
Finance Manager	**Brian F. Sours**
Accounting Manager	**Laura Rosenga**
Senior Financial Analyst	**Leona Ching**
Accounting Coordinator	**Terry Gering**
Accounting Intern	**Laura Baza**
IS Manager	**Nancy Durlester**
Network Administrator	**Rob Rubright**
Operations Manager	**Jeannine C. Harvey**
Office Services Supervisor	**Lesieli Friesen**
Receptionist	**Dianna Tautenhahn**
Facilities Coordinator	**Sam Grimaldo**

Entire contents copyright 1996 by Infotainment World, Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs, and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO® name and logo are registered trademarks of Infotainment World, Inc. Ultra 64, Super Nintendo, Nintendo, and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Saturn, 32X, Genesis, Sega CD, and Game Gear are Registered Trademarks of Sega of America, Inc. Sony PlayStation is a Registered Trademark of Sony Computer Entertainment of America. 3DO is a Registered Trademark of The 3DO Company. CD-i is a Registered Trademark of Philips Consumer Electronics Company. Atari Jaguar is a Registered Trademark of Atari Corp. Neo•Geo is a Registered Trademark of SNK Home Entertainment, Inc. Printed in the U.S.A.

For subscription problems only, please write: P.O. Box 55527, Boulder, CO 80322-5527

Member BPA INTERNATIONAL

Volume 8, #5; May Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; An IDG Company: The World's Leader In Information Services On Information Technology. Second class postage paid at San Mateo, CA, and at additional mailing offices. **POSTMASTER**: Send address changes to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Change of Address**: Please send old label and new address to GAMEPRO, P.O. Box 55527, Boulder, CO 80322-5527. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $30/year additional postage. Canadian GST# 131 304 347.

"YIPPIE-KI-YAY *%@#?£!"

DIE
TRILOGY
HARD
TM

COMING IN MAY.

WINDOWS 95™ CD-ROM, SONY PLAYSTATION™, SEGA SATURN™

Distributed By:

20th Century Fox Home Entertainment™

Fox Interactive™

©1996 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved.

©1996 Fox Interactive Inc. All Rights Reserved.

CONTENTS

GamePro • May 1996

1
2
WINS
SABREWOLF
FAST
SABREWULF

Ultimate Mortal Kombat 3
War Gods
Panzer Dragoon Zwei II
NBA Shoot Out
GAMEPRO
THE #1 VIDEO GAME MAGAZINE
Issue 92
KI2
Killer Instinct 2
Killer Tactics & Combos!
25 Reviews!
• Alien Trilogy
• VR Soccer '96
• Magic Carpet
• Earthworm Jim 2
• Night Warriors: Darkstalkers' Revenge
Super Strategy!
SUPER MARIO RPG
38 Sneak Previews!
CODES FOR:
Donkey Kong Country 2 • S
ha • Clockwork Knight 2
May 1996

Features

14 Buyers Beware Special

Tips by Phone

Need help with a tough game? Before you pick up that phone and dial for help, check out The Watch Dog's report on game-counselor hotlines.

30 64 and Counting: What's Happening with the Nintendo 64?

Howard Lincoln, chairman of Nintendo, reveals what to expect from the Nintendo 64.

COVER FEATURE

94 Killer Instinct 2!

The Fighter's Edge presents a 14-page ProStrategy Guide on this hot arcade fighting game.

34 The 16-Bit Survival Guide

With fewer and fewer new 16-bit games coming out, what are Genesis and SNES gamers going to do? Use this guide to keep playing!

94 SWATPro Strategy Section

The Fighter's Edge Presents Killer Instinct 2
Arcade ProStrategy Guide
Basic moves, combos, and special attacks for all the characters.

Super Mario RPG
Super NES ProStrategy Guide
Get started on this marvelous Mario adventure. Page 85.

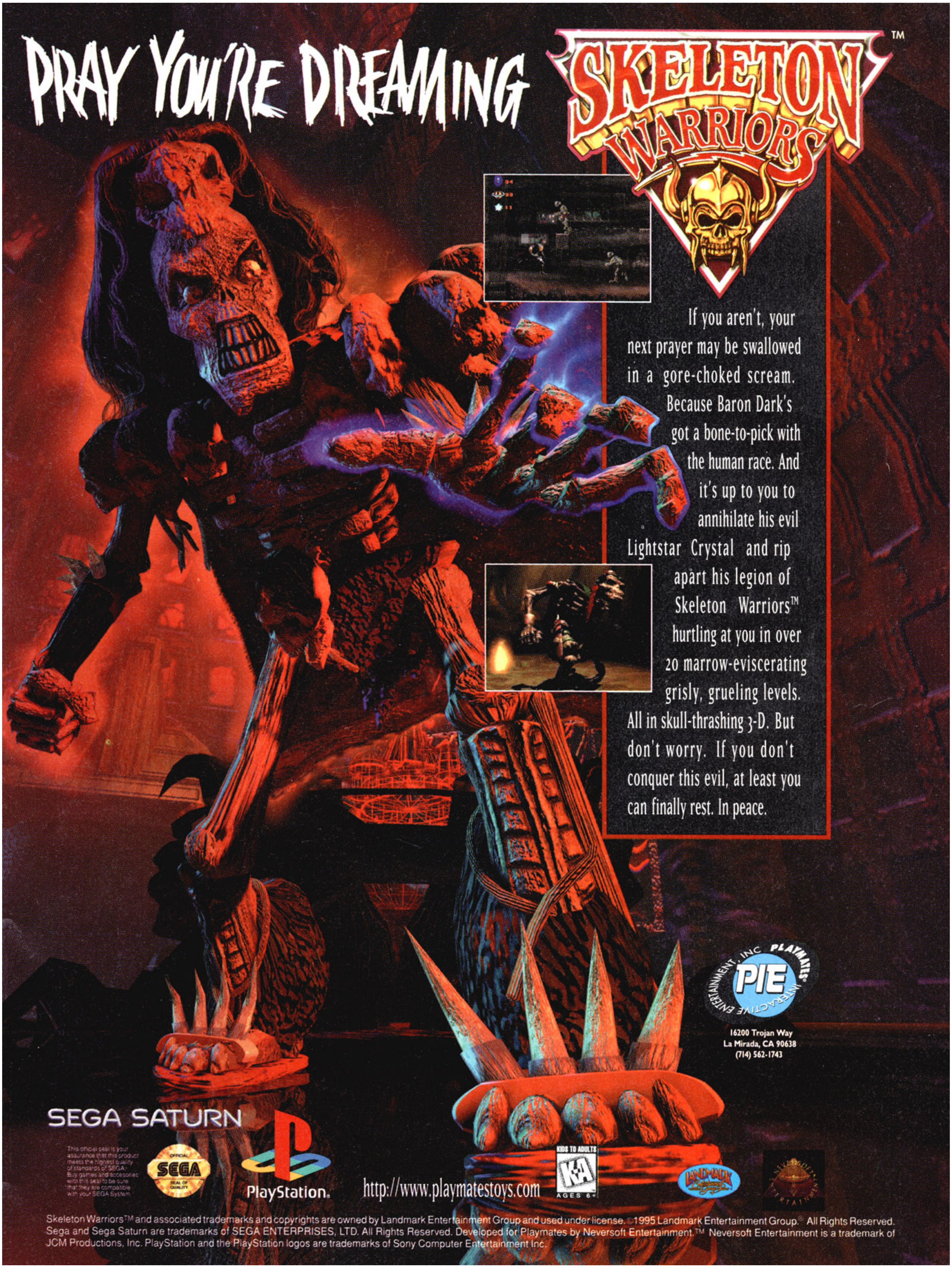
SWATPro
Hot codes and tips! Play as all the bosses in Street Fighter Alpha, 50 lives for Donkey Kong 2, and more.

Game Enhancers
Tons of Game Genie codes for SNES and Genesis games!

X-Men: Children of the Atom (Saturn)
Now you control the X-Factor with this comprehensive move list for the ten mutants in X-Men.

Darkstalkers (PlayStation)
Standard and super moves for the ten creatures of the night!

Street Fighter Alpha (PlayStation and Saturn)
Become a 32-bit World Warrior with this complete move list!


PRAY YOU'RE DREAMING
SKELETON WARRIORS™
SEGA SATURN
OFFICIAL SEGA SEAL OF QUALITY
PlayStation
KIDS TO ADULTS K-A AGES 6+
PLAYMATES INTERACTIVE ENTERTAINMENT, INC. PIE
LANDMARK
NEVERSOFT ENTERTAINMENT

If you aren't, your next prayer may be swallowed in a gore-choked scream. Because Baron Dark's got a bone-to-pick with the human race. And it's up to you to annihilate his evil Lightstar Crystal and rip apart his legion of Skeleton Warriors™ hurtling at you in over 20 marrow-eviscerating grisly, grueling levels. All in skull-thrashing 3-D. But don't worry. If you don't conquer this evil, at least you can finally rest. In peace.

16200 Trojan Way
La Mirada, CA 90638
(714) 562-1743

This official seal is your assurance that this product meets the highest quality of standards of SEGA. Buy games and accesories with this seal to be sure that they are compatible with your SEGA System.

http://www.playmatestoys.com

Skeleton Warriors™ and associated trademarks and copyrights are owned by Landmark Entertainment Group and used under license. ©1995 Landmark Entertainment Group.® All Rights Reserved. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All Rights Reserved. Developed for Playmates by Neversoft Entertainment.™ Neversoft Entertainment is a trademark of JCM Productions, Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

CONTENTS

GamePro • May 1996

ProReviews

Alien Trilogy! Page 56.

SEE TIM RUN
RUN TIM RUN
Earthworm Jim 2! Page 62.

Super Mario RPG! Page 84.

56 **PlayStation**
62 **Saturn**
68 **3DO**
70 **Portable Systems**
72 **Quick Hits**
76 **Sports Pages**
84 **Role-Player's Realm**

Game Index

Adidas Power Soccer 82
Alien Trilogy 56
Arcade Classics 70

Blam! Machinehead 46
BlastDozer 41
Blazing Dragons 91
Blood 48
Blood Omen: Legacy of Kain. 91
Bottom of the 9th. 77

Castlevania: Dracula X 122
Chessmaster 3D 72
Clockwork Knight 2 122
College Slam 70
Comix Zone 116
Creature Shock (3DO) 68
Creature Shock (PlayStation) 60

D2 42
Devil Summoner 92
Donkey Kong Country 2:
  Diddy's Kong Quest 116
Doom 72
Dragon Lore 72

Earthworm Jim 2. 62
Eurit 43

Final Fantasy VII 90
Formula 1 World Championship. . . . 77
Frank Thomas "Big Hurt" Baseball. . . 82
Frantic Flea. 124

Gearheads 49
GoldenEye 41
Guardian Heroes 42

High Velocity 118

Ignition Factor. 122
In the Hunt 126
Iron Storm. 92

Ken Griffey Jr.'s Winning Run 80
Killer Instinct 2. 94

Linkle Liver 36

Magic Carpet 66
Maps O' Death. 68
Mechwarrior 3050. 120
Mega Man X3 124
Myst 60

NBA Hang Time 52
NBA Live '96 81
NBA Shoot Out. 81
Need for Speed 58
Nester's Funky Bowling 72
Night Warriors:
  Darkstalkers' Revenge 64
Novastorm 120

Panzer Dragoon Zwei II 39
Phoenix 3 72
Pocahontas. 72
Pocky & Rocky 2. 126
Project Overkill 46

Raven Project 41

Shadow Warrior 49
Shining Wisdom. 91
Shokendo 43
Silverload 60
Sky Target. 54
Spot Goes to Hollywood 43
Starwinder: The Race to
  Epsilon Indi 42
Steel Harbinger. 47
Street Fighter Alpha 2 50
Street Fighter Alpha (PlayStation) . . . 116
Street Fighter Alpha (Saturn) 118
Super Mario RPG 84

Tekken 2. 40
Tetris Blast. 70
Thor 36
Thunderstrike 2 (PlayStation) 124
Thunderstrike 2 (Saturn) 126
Time Commando 42
Time Killers 46
Tokyo Highway Battle 47
Toonstruck 48

Ultimate Mortal Kombat 3 38
Urban Strike 120

Vectorman 120
VR Soccer '96. 76

War Gods 51
Warhammer. 92
Waterworld 70
Winning Post 72
WWF Wrestlemania:
  The Arcade Game. 126

X-Men: Children of the Atom. 118

Zero Divide. 122
Zork Nemesis 49

War Gods! Page 50.

DEPARTMENTS

12 **Letter from the GamePros**

12 **The Mail**

13 **GamePro Gallery**

14 **Buyers Beware**
A special four-page report on getting the most out of game-counselor hotlines

20 **ProNews**
Adios, Atari.

22 **GamePro Online**
Game info from AOL and the Internet

24 **The Cutting Edge**
The Nintendo 64's 64DD "Bulky" Drive and VR glasses for PlayStation

26 **GamePro Labs**
The PlayStation Game Shark, the Advanced PlayStation Control Pad, and the PS Arcade joystick

36 **Overseas ProSpects**
Early looks at Japanese games, including Thor

38 **Sneak Previews**
Ultimate Mortal Kombat 3, Tekken 2, Panzer Dragoon Zwei II, and much more!

48 **PC GAMEPRO**
Blood, Toonstruck, and more!

50 **Hot at the Arcades**
Scorchin' new arcade games! Street Fighter Alpha 2, War Gods, and NBA Hang Time.

MAJOR LEAGUE BASEBALL
PLAYERS

KONAMI XXL SPORTS SERIES™

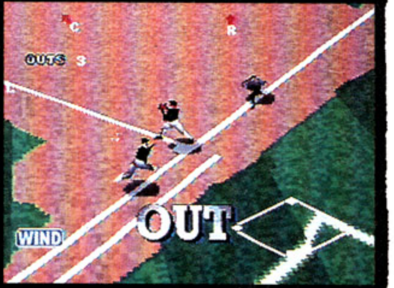
IT'S A WHOLE NEW BALLGAME IN THE BOTTOM OF THE 9TH.

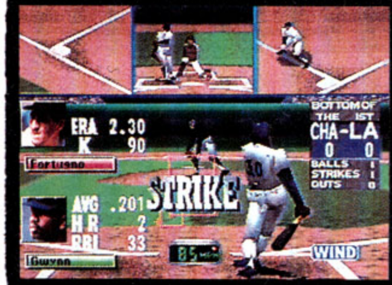
FLUID 3-D POLYGON ACTION

STADIUM ANNOUNCER

700 MLBPA PLAYERS

MEMORY BACKUP


OUTS 3
C
R
OUT
WIND


ERA 2.30
K 90
Fortugno
BOTTOM OF THE 1ST
CHA-LA
0 0
BALLS
STRIKES
OUTS
STRIKE
AVG .201
HR 2
RBI 33
Gwynn
WIND

3-D INTUITIVE BATTING SYSTEM

TRAINING MODE

WIND CONDITIONS

"PLAY-BY-PLAY" ANNOUNCER

PLAYER STATS

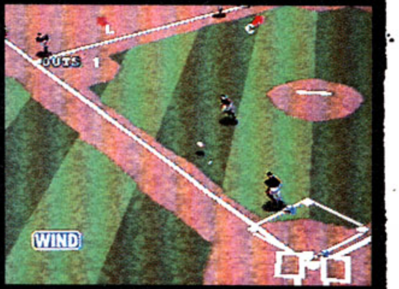
SIGNATURE MOVES

TRADES

FULL SEASON AND PLAYOFF MODES

VOCAL UMPS

ERRORS


OUTS 1
L
C
WIND

PlayStation™

KIDS TO ADULTS
K-A
AGES 6+

PlayStation
KONAMI
BOTTOM OF THE 9TH

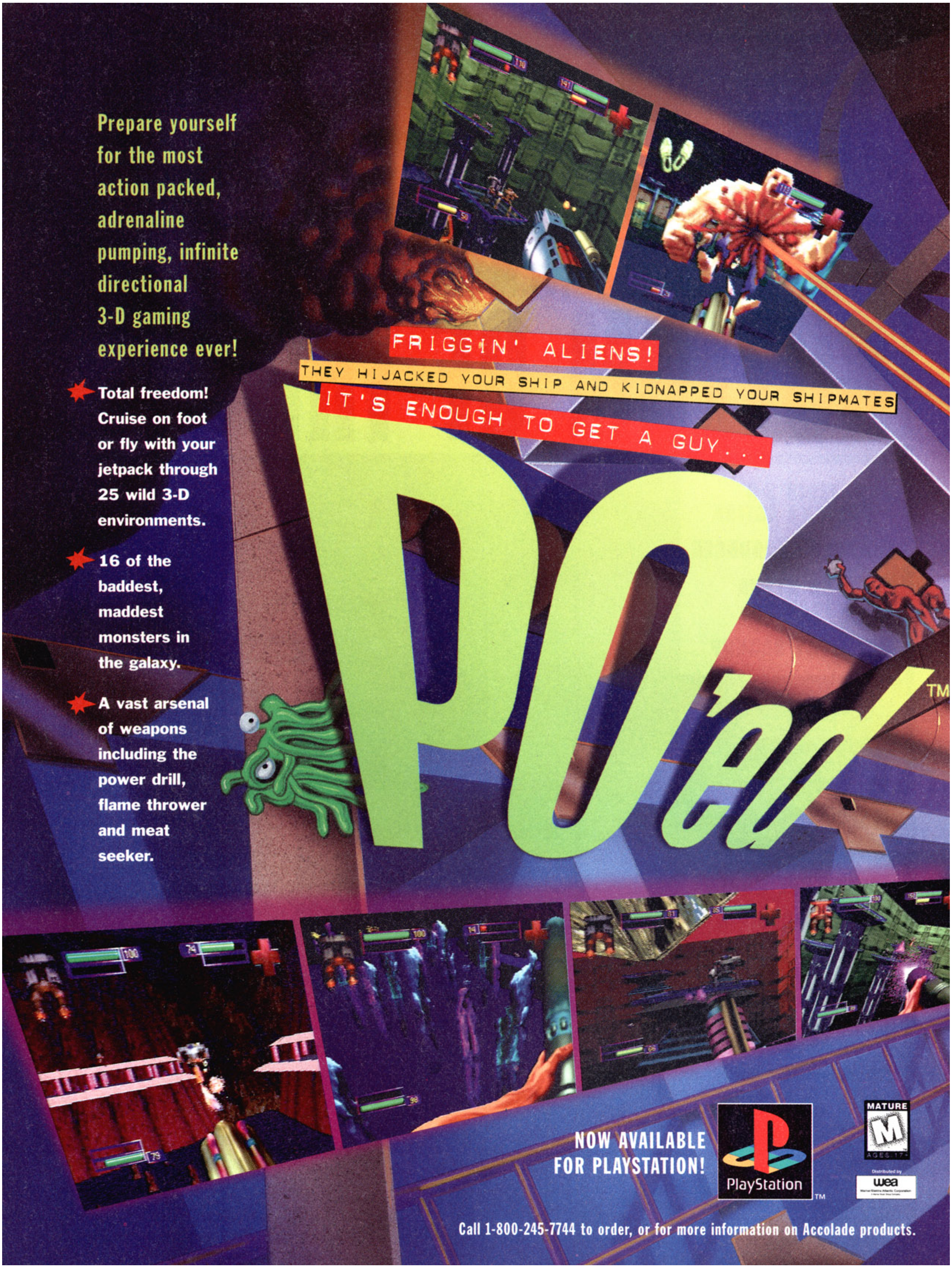
Coming soon on
Sega Saturn.™

www.konami.com

©1996 Konami (America) Inc. Sony PlayStation™ is a trademark of Sony Computer Entertainment Inc. Logo ©MLBPA MSA. Official Licensee-Major League Baseball Players Association. Bottom of the 9th™ is a trademark of Konami Co., Ltd. Konami Sports Series™ is a trademark of Konami (America) Inc.

"BOTTOM OF THE 9TH"

KONAMI®

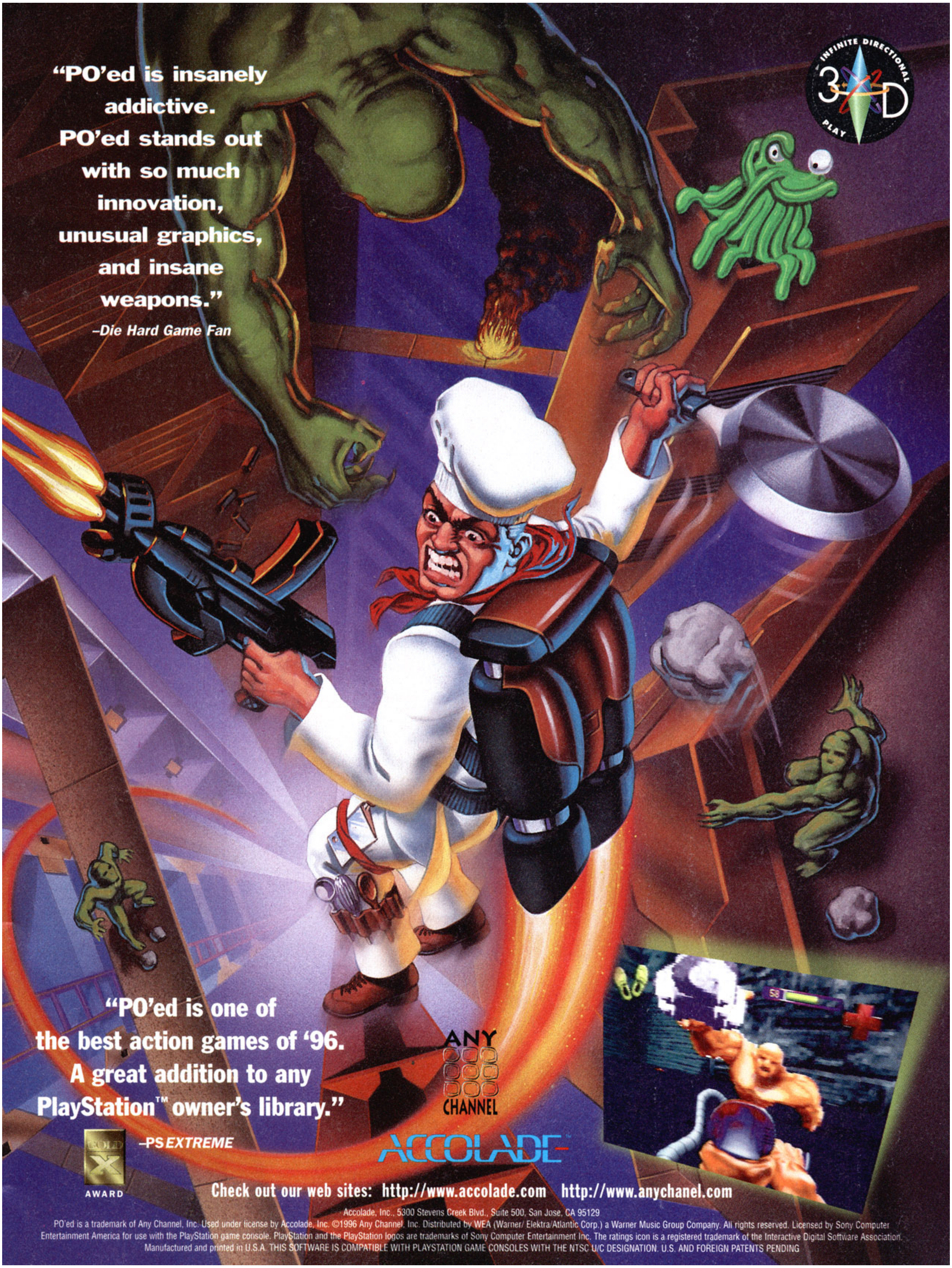

FRIGGIN' ALIENS!
THEY HIJACKED YOUR SHIP AND KIDNAPPED YOUR SHIPMATES
IT'S ENOUGH TO GET A GUY...
PO'ed™
PlayStation™
MATURE
M
AGES 17+
Distributed by
wea

Prepare yourself for the most action packed, adrenaline pumping, infinite directional 3-D gaming experience ever!

- **Total freedom! Cruise on foot or fly with your jetpack through 25 wild 3-D environments.**
- **16 of the baddest, maddest monsters in the galaxy.**
- **A vast arsenal of weapons including the power drill, flame thrower and meat seeker.**

NOW AVAILABLE FOR PLAYSTATION!

Call 1-800-245-7744 to order, or for more information on Accolade products.



"PO'ed is insanely addictive. PO'ed stands out with so much innovation, unusual graphics, and insane weapons."

–*Die Hard Game Fan*

INFINITE DIRECTIONAL 3D PLAY

"PO'ed is one of the best action games of '96. A great addition to any PlayStation™ owner's library."

–PS *EXTREME*

GOLD X AWARD

ANY CHANNEL

ACCOLADE™

Check out our web sites: http://www.accolade.com http://www.anychanel.com

Accolade, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129

PO'ed is a trademark of Any Channel, Inc. Used under license by Accolade, Inc. ©1996 Any Channel, Inc. Distributed by WEA (Warner/ Elektra/Atlantic Corp.) a Warner Music Group Company. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING

More Bam Bam for Your Buck

Cart Protest

Nobody demands more out of their purchases than video gamers. Think about it: Restaurant patrons don't study their meals in search of unseen bonus desserts, people who buy a new dishwasher don't look for secret codes that'll make their machine perform extra tricks, and book lovers don't expect to access a hidden character in a new novel. But video gamers expect these cheats and more.

Gamers get really steamed when they feel that someone else is getting an advantage. Check out the letter from Lynda Chastain: Like many other gamers who wrote to us, she expected to find two more characters in Acclaim's WWF WrestleMania: The Arcade Game for the SNES. Unfortunately, games change when they jump to different systems, a fact we all learned when we saw Mortal Kombat's Genesis blood and SNES sweat. More recently, Primal Rage for the SNES dropped the "shower" fatality found in the Genesis, and NHL '96 for the Genesis lost the SNES's hidden teams.

Lynda, like other peeved gamers who wrote to us, only wanted what everybody else seemed to be getting: Bam Bam Bigelow and Yokozuna. But after talking with Acclaim, we don't think the company misled anyone. An Acclaim spokesperson pointed out that the SNES box and manual both show only six characters. The fine print in the ads for the game says that the eight wrestlers are in the other versions, not in the SNES cart. The poster does show Yokozuna, but only as a participant in the original arcade game. The spokesperson also told us that despite widespread rumors to the contrary, the SNES game contains no secret codes for accessing Yokozuna and Bam Bam.

There are several lessons to be learned here. Gamers: Study ads, manuals, and packaging carefully so you know what you're getting. Read *GamePro* for the straight scoop (our SNES ProReview in the February issue protested Yokozuna and Bam Bam's disappearance). And, game companies, don't ever tell gamers they can't do something: That only makes 'em more determined to find a way to do it.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA

PROREVIEW
PlayStation
WE PROVIDED THE MUSIC TO DROWN OUT THE SCREAMS
ROAD RASH
SOUNDTHERAPY!
BURNING UP THE PLAYSTATION

THE MAIL

GamePro Readers Speak Out!

Cart Protest

I'm totally ticked off by the false advertising for video games. The packaging, poster, and manual for WWF WrestleMania: The Arcade Game all show Yokozuna and Bam Bam Bigelow in the game for a total of eight selectable wrestlers. Wrong! The SNES game has only six characters: Yokozuna and Bam Bam are missing. Unfortunately, I can't take the cart back, because retailers won't accept returns unless the games are broken. So I'm stuck with an inferior product. I'm another victim of false advertising.

Lynda Chastain
Era, TX

Toxic Tommy replies:

Sorry, but you're off base, Lynda. See "More Bam Bam for Your Buck" at left for the results of our research into your accusation.

Why are the prices of SNES games going up so fast?

"Pitchski"
Internet

The Black Widow replies:

The average price of SNES games is edging past $70 for two reasons: One is the law of supply and demand, which dictates that when fewer items are available, the price of those items will be higher. Not as many SNES games are being sold now as in years past, so gamemakers must charge more in order to make a profit on those games that do sell. The other reason is that today's SNES games have much more memory than yesterday's games, so they're more expensive to produce. Carts with 16 or 24 megs of memory are common now, whereas a few years ago most games had only 8 megs. Unfortunately, those extra chips are expensive, but the payoff is in the kind of gameplay you find in Donkey Kong Country 2 – gameplay not possible on 1993's 8-meg carts.

Internet Interest

How do you get into the *GamePro* chat room on America Online?

"Chromeys"
Internet

The Net Nut replies:

Join the wild GamePro *chat room by typing the keyword* `gamepro`. *Then go to the Communications Center, and from there enter the GamePro Online Chat Room. Find out which* GamePro *editors will be in the chat room that afternoon by clicking on the Editor of the Day Chat Schedule.*

More Mortal?

Will there ever be a sequel to last year's *Mortal Kombat* movie?

"AMARC36035"
Internet

Doctor Devon replies:

We have two answers for this question. One is from New Line Cinema, the studio that made the movie. A spokesperson says, "We are always discussing the possibility of a sequel, but there's nothing definite to announce yet." The *other answer is from a key insider at Williams, the game development company, who says the script has already been approved and plans are under way for a sequel to be released in mid-1997. By the way, another sequel is coming to the big screen next year: the latest* Batman *follow-up, this one with Alicia Silverstone as Batgirl, Uma Thurman as Poison Ivy, and possibly Arnold Schwarzenegger as Mr. Freeze.*

The Magazine Biz

In your November 1995 issue you advertised the Mortal Kombat Doom Match and Conquer Sweepstakes. Unfortunately, the contest wasn't open to residents of New York, Florida, Rhode Island, and Canada. Why not? Why am I ineligible because of where I live?

Dan Kohler
Bethpage, NY

Scary Larry replies:

We'd love to include everybody in our contests and sweepstakes, but ultimately it's not our decision. Certain states and countries have restrictions on contests that award prizes, which means their residents can't participate. Write to your state legislators if you want to make a change in your state's policy.

Complaint Corner

I've noticed a trend in fighting games that's beginning to bug me: Why are characters so unbalanced? For instance, in Marvel Super Heroes, you must pick certain characters to beat certain others; if you have the wrong character, there isn't much you can do to attack. I just want more balance.

"TrueHanzo"
Internet

Reader Report

When MK 3 came out, I didn't think it was much better than MK II. But somehow I got completely addicted! I don't like the game that much, but I can't stop playing it. I need serious help. Please help me, or if you can't, then kill me.

Chris Mead
Windsor, MA

Coach Kyle replies:

We've all been hooked on games that we didn't think were that good. So what's the most addictive game ever? Don't tell us the best game ever; tell us one that you knew from the beginning wasn't that great but that you somehow couldn't stop playing. Send your one nominee to the address below, and we'll report the results in an upcoming issue.

Celebrity Circle

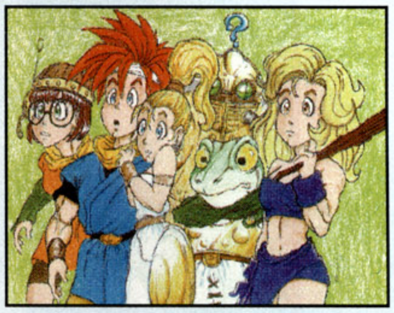
Ian Belward of Derby, Connecticut, asked for Jim Carrey's address; we found it, tried it out, and received a big photo that reads "Spank you very much," with an autograph. Write to:

Jim Carrey
c/o Bartels Co.
P.O. Box 57593
Sherman Oaks, CA 91403

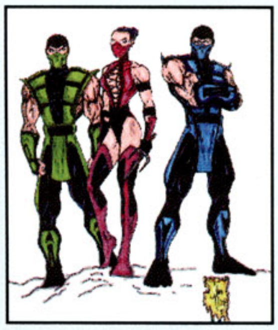
E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com

GAMEPRO GALLERY

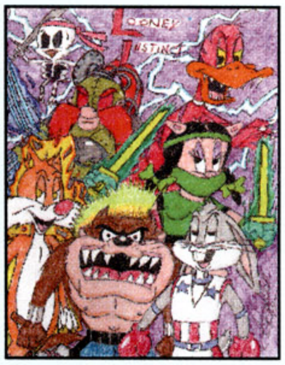
Pick of the Month



Jay Atkins, Rochester, NY



John Clark, Portage, MI



Ricardo C.C. Jackson
Cleveland, OH

PRIZE!
GAMEPRO

This month's winning artist will receive a GamePro T-shirt!

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and ***we cannot send personal replies to your letters or e-mail.***

BUYERS BEWARE

SPECIAL

By The Watch Dog

Hey pups! We get so may questions about 900 lines (our own included) that we decided to investigate how they work and how much they cost. With summer fast approaching – which means gamers will be home playing video games – info like this should come in handy.

Q: I recently called the Sega Consumer Service Line to get tips on games. A recording said to call 900/220-SEGA at 95 cents a minute for more info. Why did they switch to a 900 line? It's expensive, and not everybody can call the 900 numbers. I know I can write to Sega for tips, but it takes three weeks to get an answer. What do I do?

Dwayne Thompson, Bladenboro, NC

A: Everybody knows that the video game industry has suffered through some extremely tough times in the last year. One group hit especially hard by recent financial problems is live game counselors. For years software companies have provided phone lines for tips and tricks, but lately many companies have cut back on their live counselors. For instance, LucasArts and Sierra On-Line have gone exclusively to providing taped information, while others like American Sammy have eliminated their game hints altogether. Some companies, such as Capcom and Sega, offer both live counselors and taped information.

Because gamers are faced with so many changes, the Watch Dog decided to investigate the world of game-counseling phone lines. Check out the extensive chart on the following pages for phone numbers, hours of operation, costs, and type of service offered by the video game companies' tip lines.

The industry standard for game hints has long been the Nintendo line. Currently Nintendo maintains two numbers – a toll call with taped information, and a 900 line to reach a room stocked with over 120 counselors handling about 15,000 calls a day (like game counselor Jenne Pierce, pictured above). Nintendo even offers bilingual counselors who speak French and Spanish.

Is It Live or Is It Tape?

There's one main reason why software companies have switched to 900 lines with taped information: It's far cheaper to run a 900 line than it is to pay counselors to answer the phones. A 900 line can also be very lucrative, generating enormous revenues with charges that average $.95 a minute. Unfortunately, this cost can be prohibitive to gamers, leading some families to block 900-line access for their tip-starved gamers.

What do you get for your $.95 a minute? If the 900 line provides only taped info, you'll usually hear a lengthy menu that gives you answers to the most commonly asked gameplay questions. A typical tape will offer choices such as, "To beat the Level One boss, press one; to find Level Two's Magic Wand, press two," etc. Choices and information are updated as often as once a week. The obvious problem, of course, arises when your question isn't among those offered in the menu.

Live and In Person

Even when you do call a counselor, you may not get all the help you need when you need it. Last summer Activision told its callers there was up to an hour's wait to talk with a counselor, thanks to the flood of calls regarding Mechwarrior 2000 for the PC. Call Atlus or Jaleco, and you'll be calling the one counselor they have, so hopefully he's not out sick.

Having reached a counselor, you may find that this person is truly a game counselor, someone who knows the games inside and out. Often, however, the "counselor" has a different title, anything from programmer to office administrator, and they are unable to solve all gameplay problems. G

PHONE #'s

BFD Productions is the company that sets up most of the 900 lines for software companies. Bruce Dyer, BFD's president, gave us these 900-line facts.

Number of calls to 900 lines: 2000-100,000 per month, depending on the company

Game genre that generates the most calls: RPGs (has almost nine times more caller-minutes than shooter games)

Average length of call to 900 number with counselor: 3.5 minutes

Average length of call to 900 number with tape: 3 minutes

% of callers opting for counselor rather than tape: 15%

Busiest season: Dec. 25-April 1

Busiest week: Dec. 25 – Jan. 1

Second-busiest calling period: The Monday of any three-day holiday

Busiest time of the day: The 3-4 hours after school

New additions to 900 lines: Ability to purchase mailed or faxed strategy guide

Make Your Call Count

- ☑ Know in advance: Where you are in the game, the names of characters and objects
- ☑ Best hours to call: M-F 6 a.m.-7 p.m. PST
- ☑ Avoid these peak days: Dec. 25-Jan. 1 and holidays
- ☑ Write out your questions in advance so you don't waste time on the long-distance call
- ☑ Have pen and paper ready to write down detailed answers

Get help on Hexen from Game Players Service, Inc.

Game Players Service, Inc. is a new service that helps gamers who are stumped by PC games like Mech-Warrior II, Phantasmagoria, and Hexen. Located in Redmond, Washington, GPS's counselors use a vast database to help solve games and provide hidden hints and cheats. Reach the GPS counselors at 900/438-4468, seven days a week from 9 a.m. to 9 p.m. PST. Calls cost $1.99 per minute.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at:
buyers_beware.gamepro@iftw.com

Tips by Phone

Here's whom to call, and what you can expect.

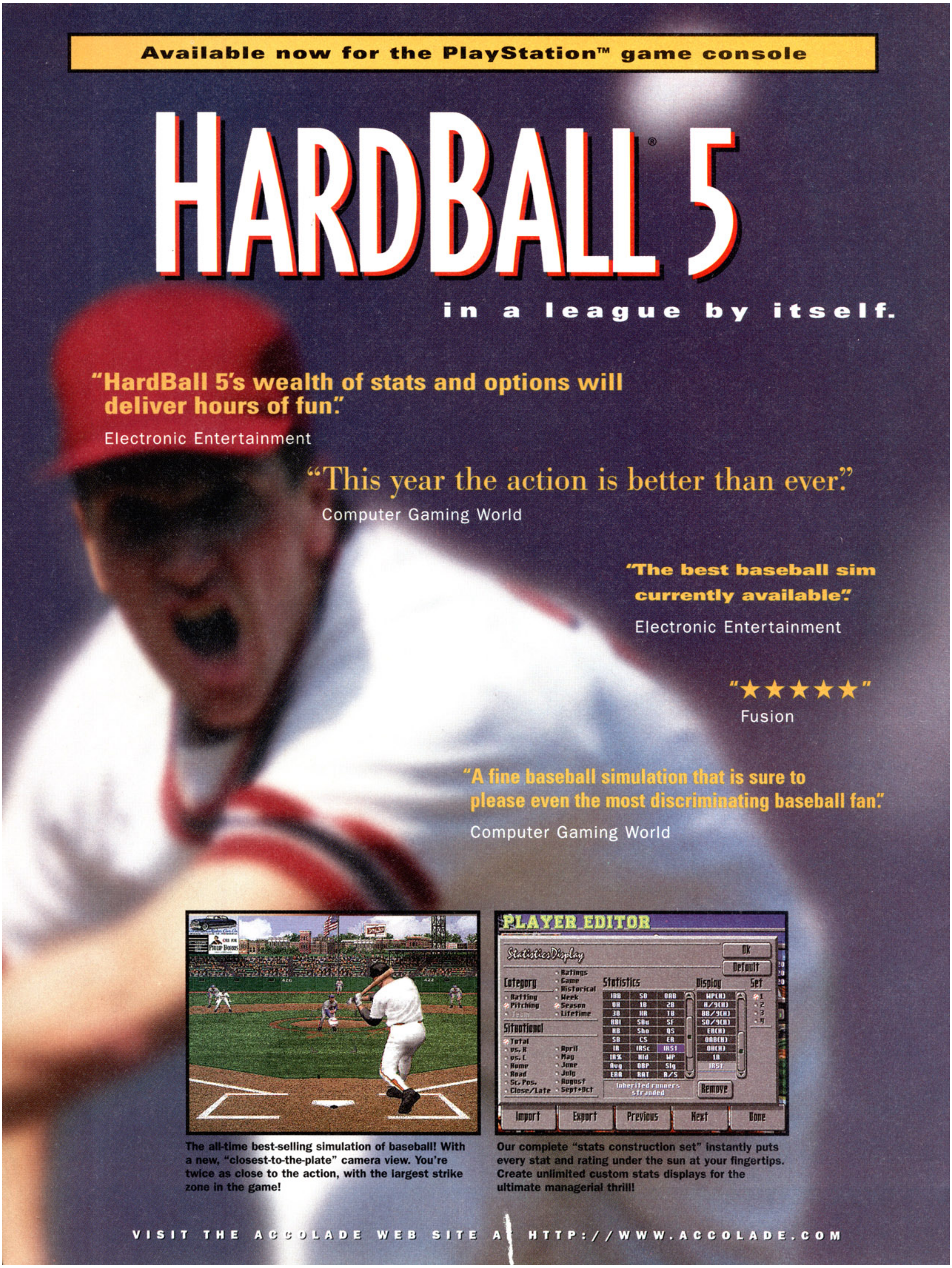
Data subject to change without notice.

Company	Phone	Hours	Cost	Live/Taped
3DO	415/261-3454	M-F 9 a.m.-5:30 p.m. PST	Toll call	Live
Absolute	201/818-8878	M-F 10 a.m.-5 p.m. EST	Toll call	Live
Acclaim/Flying Edge	516/759-7800	Tape: 24 hrs.; live: M-F 9 a.m.-7 p.m. EST	Toll call	Both
Accolade	408/296-8400	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Activision	310/479-5644 (live) 900/680-4468 (tape)	M-F 9 a.m.-6 p.m. PST 24 hours	Toll call $.95/minute	Live Tape
American Laser Games	505/880-1718	M-F 8 a.m.-5 p.m. MST	Toll call	Live
American Softworks	203/327-6545 ext. 328	M-F 9 a.m.-6 p.m. EST	Toll call	Live
Atari	900/737-2827	24 hours	$.95/minute	Tape
Atlus	714/852-2351	M-F 9 a.m.-5:30 p.m. PST	Toll call	Live
Bethesda	900/884-4687	24 hours	$.95/minute & $1.25/minute	Tape
Capcom	408/774-0400 900/680-2583	M-F 8:30 a.m.-5 p.m. PST 24 hours	Toll call $.95/minute & $.75/minute	Live Tape
Crystal Dynamics	900/737-4767	Tape: 24 hours; live: M-F 9 a.m.-5 p.m. PST	$.85/minute	Both
Culturebrain	206/882-2339	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Data East	408/286-7080 ext. 23	M-F 8:30 a.m.-5:30 p.m. PST	Toll call	Live
Digital Pictures	415/345-0445	M-F 9 a.m.-6:30 p.m. PST	Toll call	Live
Domark	415/513-8929	M-F 8 a.m.-5 p.m. PST	Toll call	Tape
Dynamix	206/644-4343	M-F 8 a.m.-6 p.m. PST	Toll call	Live
Electrobrain	900/903-8477	24 hours	$.99/minute	Tape
Electronic Arts	900/288-6468	24 hours	$.95/minute & $.75/minute	Tape
Enix	206/861-4927	M-F 10 a.m.-5 p.m. PST	Toll call	Live
GameTek	800/439-3995 900/903-4263	M-F 9 a.m.-5:30 p.m. EST 24 hours	Free $.80/minute	Live Tape
Hot-B	415/567-9501	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Hudson Soft	415/871-8895	24 hours	Toll call	Tape
Id Software	303/339-7111	M-F 9 a.m.-11 p.m. MST	Toll call	Live
Interplay	900/370-7529	24 hours	$1.25/minute & $.75/minute	Tape
Jaleco	708/215-2359	M-F 10:30 a.m.-3:30 p.m. CST	Toll call	Live
JVC	310/225-5777	M-F 9:30 a.m.-6 p.m. PST	Toll call	Live
Koei	415/348-0500	24 hours	Toll call	Both
Konami	900/896-4468	Tape: 24 hrs.; live: M-F 8:30 a.m.-5 p.m. CST	Tape: $.85/minute; live: $1.15/minute	Both
LucasArts	900/740-5334	Tape: 24 hrs.; live: M-F 8:30 a.m.-4:30 p.m. PST	$.75/minute	Both
Megasoft	900/454-6888	24 hours	$.95/minute	Tape
Microprose	410/771-1151 900/933-7529	24 hours 24 hours	Toll call $.95/minute	Both Tape
Mindscape	800/409-1497	24 hours	Free	Tape

Tips by Phone

Here's whom to call, and what you can expect.

Company	Phone	Hours	Cost	Live/Taped
Namco	408/922-0712	9 a.m.-7 p.m. PST	Toll call	Live
Nintendo	206/885-7529 900/288-0707	24 hours M-Sat. 4 a.m.-midnight, Sun. 6 a.m.-7 p.m. PST	Toll call $.95/minute	Tape Live
Ocean	408/289-1411 ext. 222, 234, 265	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Panasonic Software	408/653-1898	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Playmates	714/562-1743 ext. 176	9 a.m.-5 p.m. PM	Toll call	Live
Psygnosis	900/933-7669	Tape: 24 hrs.; live: M-F 9 a.m.-5 p.m. PST	Tape: $.95/minute; live$1.15/minute	Both
Readysoft	905/475-4801	24 hours	Toll call	Tape
Rocket Science	415/508-8461	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Sanctuary Woods	415/286-6110	M-F 7 a.m.-10:30 p.m., Sat. 8:30 a.m.-5:30 p.m. PST	Toll call	Live
Sega	900/200-7342	24 hours	$1.05/minute & $.85/minute	Both
Seta	702/795-7996	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Sierra On-Line	900/370-5583	24 hours	$.75/minute	Tape
Silent Software	818/243-0313 ext. 987	24 hours	Toll call	Tape
SNK	310/214-9784	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Sony Computer Entertainment	900/933-7669	Tape: 24 hrs.; live: M-F 9 a.m.-5 p.m. PST	Tape:$.95/minute; live $1.15/minute	Both
Spectrum HoloByte	510/522-1164	24 hours	Toll call	Both
Squaresoft	206/861-0303	Tape: 24 hrs.; live 8 a.m.-5 p.m. PST	Toll call	Both
SSI	900/737-4468	24 hours	$.95/minute & $.75/minute	Tape
Taito	900/737-4468	24 hours	$.75/minute & $1.25/minute	Tape
Takara	212/689-1212 ext. 413	M-F 5:30 p.m.-9 a.m. EST	Toll call	Tape
Take 2 Interactive	900/288-2532	24 hours	$.95/minute & $1.25/minute	Tape
Tecmo	310/787-2900	M-F 8 a.m.-5 p.m. PST	Toll call	Live
T•HQ	818/501-3241	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Time Warner	408/439-3999	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Tradewest	903/874-5092	M-F 9 a.m.-5 p.m. CST	Toll call	Live
Tsunami	900/903-9283	24 hours	$.80/minute	Tape
Ubi Soft	415/464-4440 ext. 14	M-F 9 a.m.-5 p.m. PST	Toll call	Live
U.S Gold	900/288-4263	24 hours	$.85/minute	Tape
Vic Tokai	310/326-8880	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Virgin	714/833-1999 900/288-4744	M-F 8 a.m.-5 p.m. PST 24 hours	Toll call $.75/minute	Live Tape
Westwood	900/288-4744	24 hours	$.75/minute	Tape
Williams	903/874-5092	M-F 9 a.m.-5 p.m. CST	Toll call	Live
Wisdom Tree	714/993-6515	M-F 8 a.m.-4 p.m. PST	$.75/minute	Live
Working Designs	916/243-3417	24 hours	Toll call	Tape


PLAYER EDITOR
Statistics Display
Ok
Default
Category
Batting
Pitching
Team
Ratings
Game
Historical
Week
Season
Lifetime
Situational
Total
vs. R
vs. L
Home
Road
Sc. Pos.
Close/Late
April
May
June
July
August
Sept+Oct
Statistics
IBB SO OAB
OH 1B 2B
3B HR TB
RBI SBu SF
HB Sho QS
SB CS ER
IR IRSc IRS1
IR% Hld WP
Avg OBP Slg
ERA RAT R/S
Inherited runners stranded
Display
WP(H)
H/9(H)
BB/9(H)
SO/9(H)
ER(H)
OAB(H)
OH(H)
1B
IRS1
Remove
Set
1
2
3
4
Import
Export
Previous
Next
Done

Available now for the PlayStation™ game console

HARDBALL® 5

in a league by itself.

"HardBall 5's wealth of stats and options will deliver hours of fun."

Electronic Entertainment

"This year the action is better than ever."

Computer Gaming World

"The best baseball sim currently available."

Electronic Entertainment

"★★★★★"

Fusion

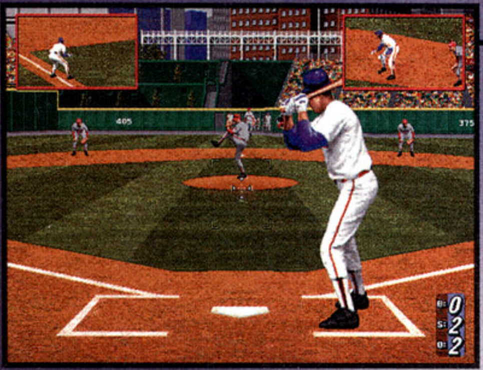
"A fine baseball simulation that is sure to please even the most discriminating baseball fan."

Computer Gaming World

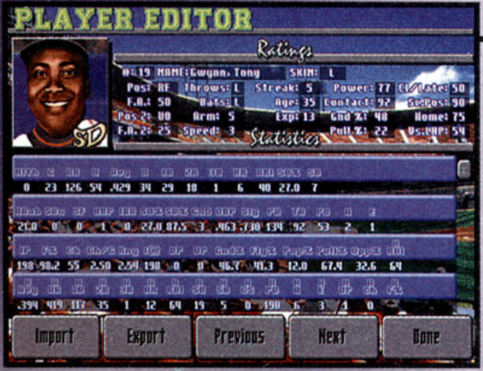
The all-time best-selling simulation of baseball! With a new, "closest-to-the-plate" camera view. You're twice as close to the action, with the largest strike zone in the game!

Our complete "stats construction set" instantly puts every stat and rating under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill!

VISIT THE ACCOLADE WEB SITE AT HTTP://WWW.ACCOLADE.COM


405
375
B: 0
S: 2
O: 2

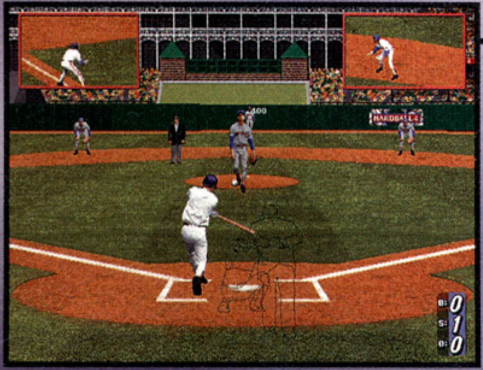
New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom in" baserunner windows let you make your best pick-off move to the bag.


PLAYER EDITOR
Ratings
Statistics
Import
Export
Previous
Next
Done

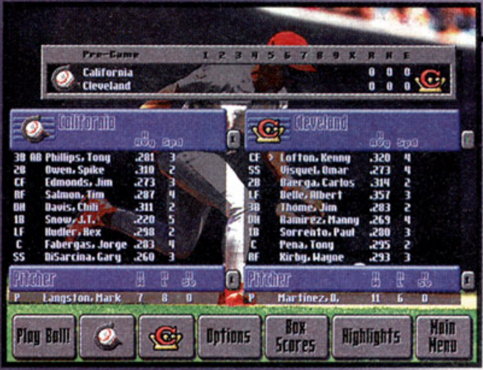
#: 19 NAME: Gwynn, Tony SKIN: L
Pos: RF Throws: L Streak: 5 Power: 77 Cl/Late: 50
F.A.: 50 Bats: L Age: 35 Contact: 92 Sc:Pos: 90
Pos 2: UO Arm: 5 Exp: 13 Gnd %: 48 Home: 75
F.A. 2: 25 Speed: 3 Pull %: 22 Vs.LHP: 54

0 23 126 54 .429 34 29 18 1 6 40 27.0 7
21.0 0 0 1 0 27.0 87.5 3 .463 .730 134 92 53 2 1
198 98.2 55 2.50 2.54 198 0 0 46.7 41.3 12.0 67.4 32.6 64
.394 419 117 35 1 12 64 19 5 0 190 6 3 4 0

Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life, on-field and off.


400
HARDBALL 5
B: 0
S: 1
O: 0

Optional wide-angle pitcher and batter views recreate the traditional look of a broadcast baseball game in beautiful 256-color SVGA graphics!


Play Ball!
Options
Box Scores
Highlights
Main Menu

Pre-Game	1	2	3	4	5	6	7	8	9	X	R	H	E
California											0	0	0
Cleveland											0	0	0

California

			Avg	Spd
3B	AB	Phillips, Tony	.281	3
2B		Owen, Spike	.310	2
CF		Edmonds, Jim	.273	3
RF		Salmon, Tim	.287	4
DH		Davis, Chili	.311	2
1B		Snow, J.T.	.220	5
LF		Hudler, Rex	.298	2
C		Fabergas, Jorge	.283	4
SS		DiSarcina, Gary	.260	3

Pitcher

P Langston, Mark 7 8 0

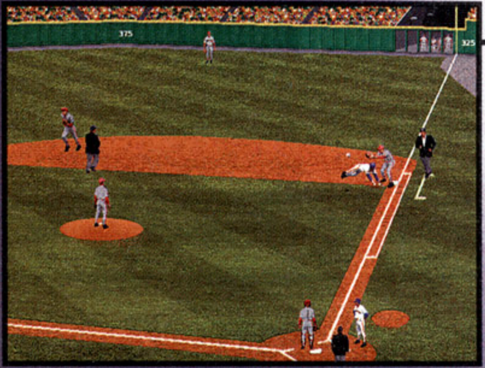
Cleveland

			Avg	Spd
CF	>	Lofton, Kenny	.320	4
SS		Visquel, Omar	.273	4
2B		Baerga, Carlos	.314	2
LF		Belle, Albert	.357	3
3B		Thome, Jim	.283	2
DH		Ramirez, Manny	.269	4
1B		Sorrento, Paul	.280	3
C		Pena, Tony	.295	2
RF		Kirby, Wayne	.293	3

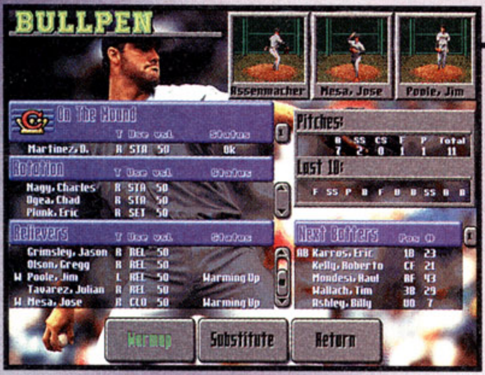
Pitcher

P Martinez, D. 11 6 0

Hot new user interface gives you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!



It's all here: pick-off plays, hit-and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!


BULLPEN
Assenmacher
Mesa, Jose
Poole, Jim
Warmup
Substitute
Return

On The Mound

		T	Use	vel.	Status
	Martinez, D.	R	STA	50	Ok

Rotation

		T	Use	vel.	Status
	Nagy, Charles	R	STA	50	
	Ogea, Chad	R	STA	50	
	Plunk, Eric	R	SET	50	

Relievers

		T	Use	vel.	Status
	Grimsley, Jason	R	REL	50	
	Olson, Gregg	R	REL	50	
W	Poole, Jim	L	REL	50	Warming Up
	Tavarez, Julian	R	REL	50	
W	Mesa, Jose	R	CLO	50	Warming Up

Pitches:

B	SS	CS	F	P	Total
7	2	0	1	1	11

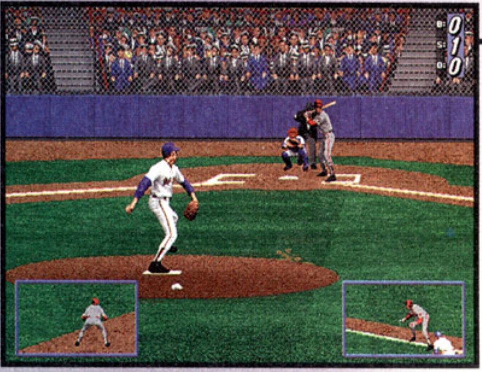
Last 10:

F SS P B F B B SS B B

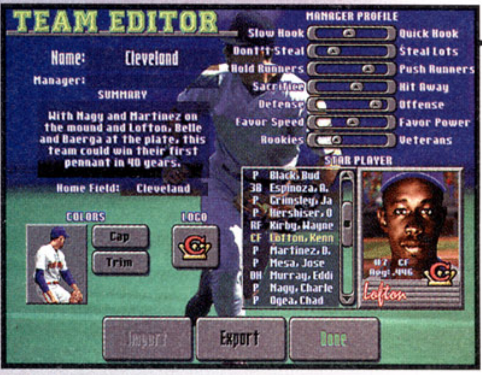
Next Batters

		Pos	#
AB	Karros, Eric	1B	23
	Kelly, Roberto	CF	21
	Mondesi, Raul	RF	43
	Wallach, Tim	3B	29
	Ashley, Billy	OO	7

Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!



Experience the best of baseball history with the bonus "Legends" League—12 great legendary teams from history, come to life in 12 beautifully rendered old-time stadiums.


TEAM EDITOR
MANAGER PROFILE
Slow Hook
Quick Hook
Don't Steal
Steal Lots
Hold Runners
Push Runners
Sacrifice
Hit Away
Defense
Offense
Favor Speed
Favor Power
Rookies
Veterans
STAR PLAYER
COLORS
Cap
Trim
LOGO
Import
Export
Done
#7 CF
Avg: .446
Lofton

Name: Cleveland
Manager:

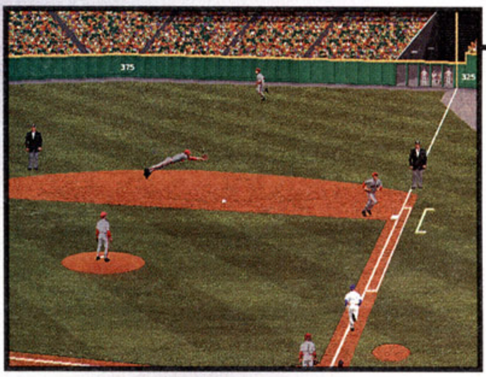
SUMMARY

With Nagy and Martinez on the mound and Lofton, Belle and Baerga at the plate, this team could win their first pennant in 40 years.

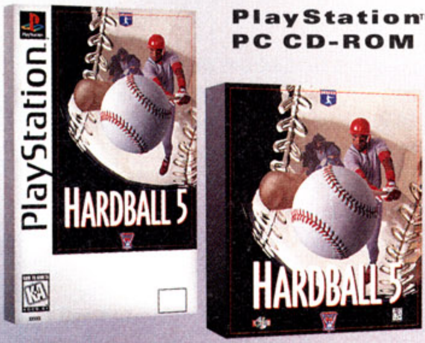
Home Field: Cleveland

P Black, Bud
3B Espinoza, A.
P Grimsley, Ja
P Hershiser, O
RF Kirby, Wayne
CF Lofton, Kenn
P Martinez, D.
P Mesa, Jose
DH Murray, Eddi
P Nagy, Charle
P Ogea, Chad

For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-to-life baseball gameplay.


PlayStation
HARDBALL 5
HARDBALL 5

PlayStation™
PC CD-ROM

See for yourself!
For demo;
http://www.MindSpan.com/MindSpan/hb5.html

PC CD ROM

ACCOLADE

Hardball 5, Sport Accolade, and the Sport Accolade logo are trademarks of Accolade, Inc. ©1995. Created by MindSpan. Accolade is an official licensee of the Major League Baseball Players Association. LOGO ©MLBPA MSA. PlayStation, the PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment Inc. Distributed by WEA (Warner Elektra Atlantic Corp.), a Warner Music Group Company. All rights reserved. Screens shown are from PC version.

May 1996

Adios, Atari

The persistent rumors have finally come true: Atari left the video game business. Three weeks after Atari's president resigned amid speculation that the company was getting out of video games, Atari merged with JTS Corporation, a manufacturer of computer disk drives based in San Jose, California. JTS executives will run the merged company, and Atari will temporarily function as a JTS subdivision. According to Multimedia Wire reports, Atari is simultaneously trying to license its hardware, software, and patents to other companies, hoping that they will supply gamers with the video games that Atari will no longer produce.

The results are grim for Atari fans because all indications are that the founding video game company has quit making systems and games altogether. Company insiders say that the last new Jaguar games are Brett Hull Hockey and Attack of the Mutant Penguins, with no others in development. If no companies buy up Atari's licenses, no more games will even be possible, since sources tell *GamePro* that no video game production staff works for Atari, no future Jag or Jag CD games have been in development for months, and even the recently formed PC division, Atari Interactive, has been completely liquidated.

Starting in 1994, Atari had pinned its hopes on the Jaguar, figuring that this 64-bit machine would get a jump on Sega's and Sony's 32-bit systems and the much-delayed 64-bit system from Nintendo. The Jaguar, however, has still sold only about 150,000 units, a feeble figure quickly surpassed by the hotter-selling PlayStation and Saturn.

Hampered by a slow trickle of software and a lack of third-party games, the Jag never took off as Atari expected, and its CD add-on was never really taken seriously. So, to dump its supply of Jags, Atari slashed the system's price to $99 just before Christmas. The rumors of impending doom that began to circulate over the holidays intensified when Atari President Ted Hoff abruptly resigned January 18 (see "ProNews," April).

The Life and Death of Atari

1972 – Nolan Bushnell founds Atari and leads off with two successful arcade games, Pong and Pac-Man
1976 – Warner Communications buys Atari from Bushnell
1978 – Bushnell leaves to start Chuck E. Cheese restaurant chain
1980 – Sales of Atari's home systems hit $415 million
1983 – Collapse of video game market; Atari is $533 million in the red
1984 – Jack Tramiel, formerly CEO of Commodore, buys Atari
1986 – Atari posts profit of $25 million
1988 – Atari profits peak at $452 million
1993 – With profits down to $29 million, Atari introduces the Jaguar
1994 – Sega pays $40 million to use Atari patents
May 1995 – Sega releases the Saturn
September 1995 – Sony releases the PlayStation; Atari posts third-quarter losses of $13 million
January 18, 1996 – President Ted Hoff resigns
February 13, 1996 – Atari merges with JTS

Inside Scoop

Nintendo 64 Late in Japan!

Nintendo has postponed the launch of the Nintendo 64 in Japan. Scheduled to release the much-delayed system this month, Nintendo had trouble manufacturing enough Japanese units and consequently decided to bring out the N64 on June 23, according to a Japanese newspaper. This story comes a month after Nintendo officially delayed the U.S. launch until September 30.

Speaking of the N64, Nintendo has another company joining its Dream Team of exclusive developers. Ocean is now onboard to make a 64-bit game based on Tom Cruise's latest flick, *Mission: Impossible.* The movie's coming out May 22, but the game is still a year away.

Sierra Merges with CUC

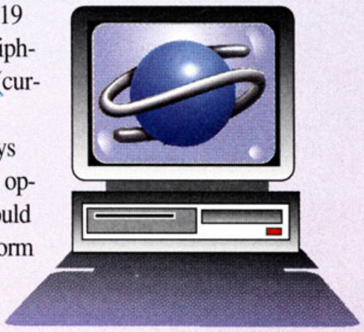
The venerable software company Sierra On-Line has merged with CUC International in a transaction valued at more than $1 billion. The market-share leader in PC games for 1995, Sierra has the largest in-house development group in the industry and made King's Quest, Leisure Suit Larry, and Phantasmagoria for the PC. CUC is a 20-year-old membership-services company that connects 40 million users with shopping, dining, travel, and financial companies. In a press release, Sierra CEO Ken Williams said that the new company's combined talents in interactive entertainment and electronic commerce strongly positioned it to take advantage of the expanding Internet marketplace.

Saturn Spinning Off to the Internet

Get on the Internet through your Saturn. That's Sega's plan, according to formal announcements made this spring. The news confirms earlier speculations first reported in "ProNews" back in January.

The new "Saturn Internet" (the name is still to be determined) will possibly have a modem, cabling, and a keyboard that will enable users to browse the World Wide Web on their TVs. Sega hasn't announced prices or release dates yet, though the *San Francisco Examiner* said on February 19 that a new Saturn with the Internet peripheral will cost between $400 and $450 (currently, a new Saturn costs $299).

Sega spokesperson Terry Tang says that Sega's looking at all the packaging options, and she refused to say if there would indeed be a keyboard included. Some form of the Saturn Internet may be available in Japan as soon as this month.



Celebrity Sightings

As in years past, big software companies are allying themselves with Hollywood to add names to their games. Acclaim Entertainment, Tiger Electronics, and Sega Pinball have signed up to make games based on *Space Jam,* the upcoming live-action/animated film starring Michael Jordan and Looney Tunes characters. Look for PC, PlayStation, Saturn, Tiger handheld, and arcade games later this fall.

In a sequel to the movie *Escape from New York,* Kurt Russell attempts to *Escape From L.A.* in a new flick and a new game for the Saturn, PlayStation, M2, and PC. The games and the movie are still about a year away.

Later this month sci-fi fans will want to check out Rivers of Dawn, Virgin's RPG/adventure title on the PC that stars Rod Roddenberry, son of *Star Trek* creator Gene Roddenberry. And who can resist a peek at Golden Nugget, a PC gambling game narrated by the one and only Adam West, TV's classic Batman.

Finally, Activision has just inked a deal with Threshold, makers of the *Mortal Kombat* movie, to bring the Zork PC games to other media. A live-action Zork TV series should be up and running in the next year or two, followed soon by a big-screen feature. G

The 2nd Annual Electronic Entertainment Expo Is Coming!

On May 17, 18, and 19 in Los Angeles, every major video game and PC game company in the world will be on hand at the L.A. Convention Center to show off their hot games for 1996. Now you can be there, too!

You can get fresh news straight from the show floor with GamePro Online via America Online and the new GamePro Web site. *GamePro* editors will conduct live interactive conferences every day, showcasing the hottest games and game developers at E3. Check GamePro Online, the GamePro Web site, and the June issue of GamePro for more info.

Find out what's hot at E3 with Sega of America, Sony Computer Entertainment, Electronic Arts, and more! Also, look for special presentations with the editors of "PC GamePro" for reports on cool PC software, "Role-Player's Realm" for the latest RPGs, and "The Fighter's Edge" for all the killer fighting games.

BLOCKBUSTER VIDEO May HOT SHEET

PlayStation	Saturn	Genesis	Super Nes
1. Resident Evil	1. College Slam	1. College Slam	1. College Slam
2. Descent	2. Hang On GP	2. NBA Live '96	2. Toy Story
3. Alien Trilogy	3. Wing Arms	3. Toy Story	3. Super Mario RPG
4. D	4. Mortal Kombat II	4. Pocahontas	4. NBA Live '96
5. Street Fighter Alpha	5. Virtua Fighter 2	5. PGA Tour '96	5. Marvel Super Heroes
6. Assault Rigs	6. Sega Rally Championship	6. Earthworm Jim 2	6. Mega Man X3
7. College Slam	7. Virtua Cop	7. Aaahh! Real Monsters	7. Dirt Trax FX
8. Rise 2: Resurrection	8. World Series Baseball	8. Gargoyles	8. Donkey Kong Country 2
9. Cyberia	9. NHL All-Star Hockey	9. VR Troopers	9. Final Fight 3
10. Krazy Ivan	10. Off-World Interceptor Extreme	10. Revolution X	10. Aaahh! Real Monsters

News Bits

- Sonic lives! Sega has shed a little light on its plans for its superstar hedgehog. Sonic will return before Christmas with a new gal pal, Tiara, to face a new unnamed nemesis in a still untitled game. Of special interest is the list of systems the game will available for: Genesis, Saturn, Game Gear, Pico, and PC. No Sonic title is in the works for the Sega CD or 32X.
- Wonder why your games are costing more than ever? Part of the reason is the high cost of video game piracy that plagues the industry. A new report from the International Digital Software Association says that software companies lost $2.5 billion to counterfeiters last year. Nintendo alone lost $1.3 billion in 1995 to the sale of illegal copies of its products. China, Taiwan, Hong Kong, Russia, Mexico, Venezuela, and Paraguay are identified as the main countries that have let software piracy run rampant.
- Positive signs that the year-long slump in the video game industry may be abating: Two major software companies, Electronic Arts and Activision, posted modest gains for the first three quarters of fiscal 1995. Sanctuary Woods was not as fortunate: Disappointing sales have forced big layoffs, a corporate restructuring, and the cancellation of several upcoming games – including the ballyhooed Journeyman Project: Director's Cut for the Saturn and PlayStation.
- Electronic Arts will bring the popular *Gen13* comic book series to disc. Says *Gen13* creator Jim Lee, "I have every confidence that they [EA] can deliver a fast-action game that captures the look and feel of the *Gen13* comic book series, as well as the humor and playfulness of the characters." Look to 1997 for PlayStation and Saturn games featuring Gen13's fugitive teens.
- More info is coming in about Time Warner Interactive's new Wayne Gretzky hockey game that'll skate into arcades soon (and then onto the Nintendo 64 next fall). It'll be three-on-three plus goalie competition with 360-degree camera rotation around the rink and the National Hockey League Players Association license.
- The Sega Channel is expanding again. Shaw Communications has launched the cable service in Canada in Edmonton, Calgary, and Victoria, while Tele-Communications International says it will begin offering the Sega Channel in Western Europe this year, with New Zealand, Australia, and Israel scheduled to follow.
- Among the toys on display at the spring American International Toy Fair were seven Primal Rage action figures from Time Warner Interactive. The five-inch movable dinos (complete with bonus lava rocks and tiny humans), new books, comics, and contests are already raging in stores.

GAMEPRO ONLINE

Your Ultimate online source for game information!

The Best of GamePro Online

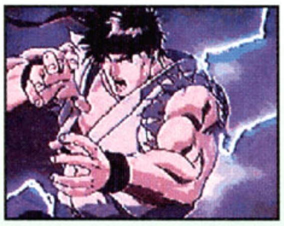
By The Net Nut

GamePro Online races along on America Online every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

Online Options

Some areas you can explore in GamePro Online:

- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- File Vault (game-related info, including FAQs)
- Archive (current and back issues of *GamePro*)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)



Among the downloadable pics in the File Vault is this cool shot from the Street Fighter II animated movie, posted by "DVPX25."

NetPro

What's on the Web? Check out these game-related Web sites:

Classic arcade games:
`http://cognitrn.psych.indiana.edu:8001/rynersw/vids.html`

In addition to info about games, the coin-op museum in St. Louis, and game auctions, this comprehensive page shows you classic ads for old games.

Genesis cheats:
`http://www.cerf.net/~mjahnke/sega/segacheat.html`

Yep, they're all here, everything from Afterburner to Zoom!

Ultra 64:
`http://www.pitt.edu/~szm/nu64-cap.htm`

Cap Scott's Nintendo Ultra 64 Web Page professes to have the latest and greatest info about Nintendo's new machine.

Chuck's Unofficial 3DO WWW Page

3DO
3DO
Panasonic
REAL
GoldStar
CREATIVE
SANYO

Go to `http://www.ohiou.edu/~mcginley/vidgame.html`***, and you'll find games, news, links, and other cool stuff for 3DO fans. Among the topics are pages devoted to classic games like Shockwave and new games like Phoenix 3.***

Glossary of Online Terms

IM (Instant Message): When you're in a public chat room, reach out and touch one person at a time with a personal IM. Just highlight their name from the list of people in the room and send them a message (or "IM them"). They can read your IM, but nobody else in the room can.

Online Conferences

GamePro Online holds many exclusive conferences with leaders and celebrities from the video game industry. One of the most popular conferences this year was with Nintendo's Ken Lobb, the co-creator of Killer Instinct and KI 2. Ken answered many questions about his games:

Shoryken: *In KI 2 did you solve the problem of the excessive turtle play?*
Ken Lobb: That was the absolute highest priority. I felt that this was not a problem for experts, but it hurt beginners. We now reward the aggressor big time. Death to turtles!!

JobII22: *If I wanted to buy the arcade version of KI2, how much dough would I have to shell out?*
KL: $5000-$5500

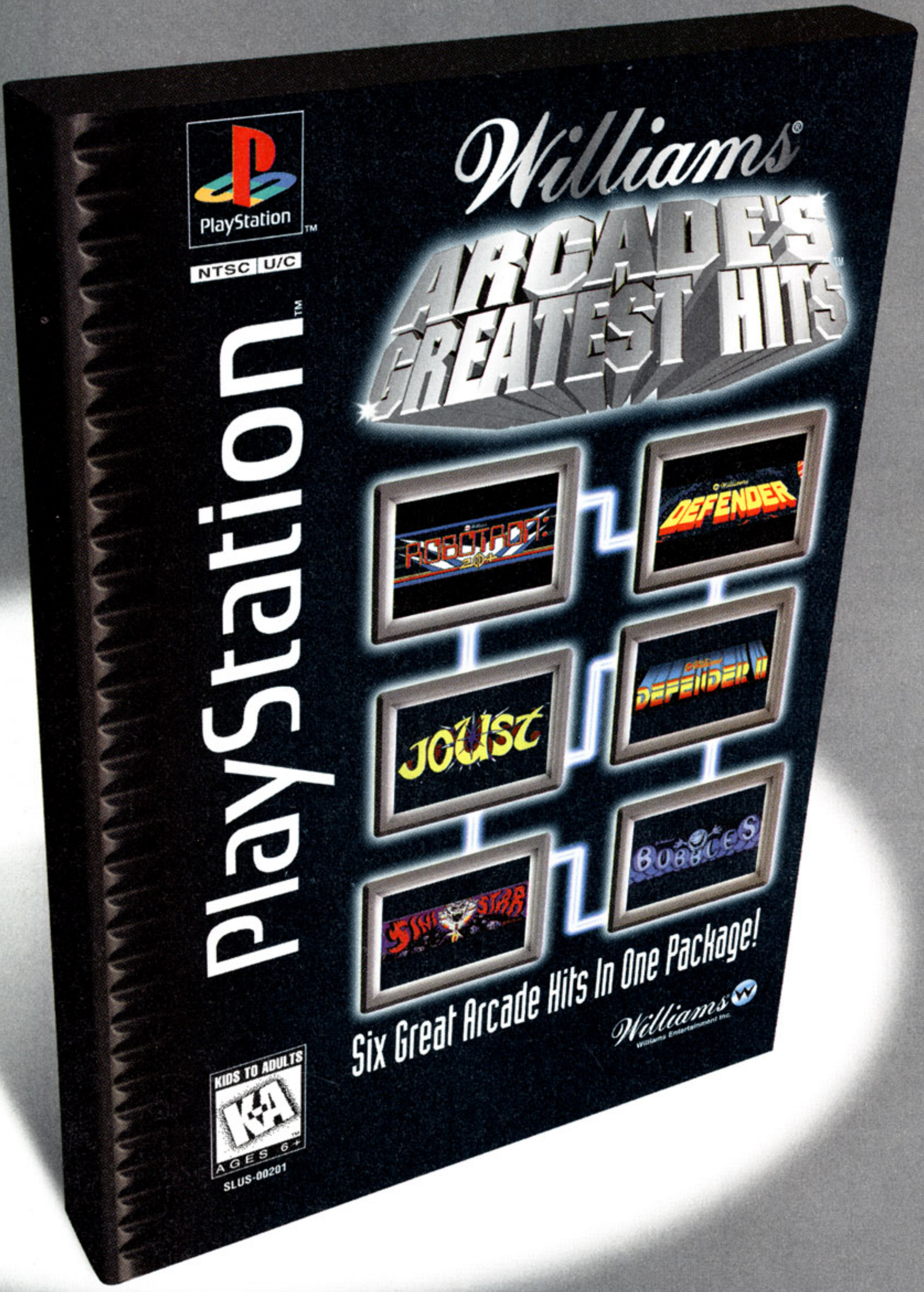
TFrankCool: *Will KI2 be the same for Ultra 64 [Nintendo 64] or better?*
KL: Better, of course. Same engine. All of the animation. Ultra 3D backgrounds. There will be some new stuff too!

Karscool2: *How can I get a job doing what you do at Nintendo?*
KL: Go to college. Play a lot. But mostly, get lucky!

SSmith489: *Would it be possible for a high school student who is very talented in art to become a game designer or computer animator?*
KL: Yes, study 3D animation packages, like Alias, Wavefront, and Soft Image. 3D Studio is a good starting point.

Tolwyn: *Are there currently any plans for KI3?*
KL: Sounds like a plan to me! G

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com


PlayStation
NTSC U/C
PlayStation
Williams
ARCADE'S GREATEST HITS
ROBOTRON: 2084
DEFENDER
JOUST
DEFENDER II
SINISTAR
BUBBLES
Six Great Arcade Hits In One Package!
Williams
Williams Entertainment Inc.
KIDS TO ADULTS
K-A
AGES 6+
SLUS-00201

Open All Night.
No Quarters Needed.

Williams Entertainment Inc.

Super NES® and GENESIS™ versions coming this summer.

Williams® Arcade's Greatest Hits™ ©1996 Williams Entertainment Inc. All rights reserved. Defender® ©1980, 1995; Defender® II ©1981, 1995; Joust® ©1982, 1995; Robotron ® ©1982,1995; Sinistar® ©1982, 1995; Bubbles® ©1983, 1995 Williams Electronics Games, Inc. All rights reserved. Williams®, Defender®, Joust®, Robotron: 2084®, Sinistar® and Bubbles® are registered trademarks of Williams Electronics Games Inc. Used under license. Licensed by Sony Computer Entertainment America for use with the PlayStation Game Console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Nintendo and the Super Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.© 1991 Nintendo of America Inc. Sega and Sega Genesis are trademarks of Sega Enterprises, Ltd.

THE CUTTING EDGE

Nintendo "BULKS" UP N64

By The Whizz

Artist's Concept

The writable disk drive will connect to a special slot located underneath the Nintendo 64.

When Nintendo announced the 64-bit Nintendo 64 at its Shoshinkai video game show last November, it also snuck in an interesting announcement concerning the first Nintendo 64 peripheral. A read/writable disk drive is in the works for the N64!

Read'n and Write'n

This disk drive unit, sometimes referred to as the 64DD or the "bulky drive" in the press and online, will enable game players to record new data or customize the games they're playing. Obvious uses include saving built-up characters or souped-up vehicles, but such a drive could enable game companies to provide new levels or scenarios for N64 cartridge games.

The 64DD will use special 3.75-inch magnetic disks, which load into the front of the system. According to Nintendo, these disks will hold approximately 64 megabytes of data, or approximately 16 times the data in a Donkey Kong Country SNES cart.

The entire unit will mount underneath the Nintendo 64 console. Additionally, as a further expansion to the N64 system, the writable disk drive will reportedly come bundled with a 1- or 2-megabyte expansion RAM pack, which will install into the N64 memory-expansion slot. This added memory will beef up the N64 main memory (4 megabytes), and it will be available for use by the magnetic disks, the cartridges, or both.

Games to support the drive are already in development. Nintendo is preparing an N64 version of The Legend of Zelda, and Enix has DragonQuest in the works.

At Shoshinkai, Hiroshi Yamauchi, chairman of Nintendo of Japan, all but promised that a workable drive will be demoed at the show in Japan this fall. G

The N64 version of The Legend of Zelda will be one of the first games to support the disk drive.

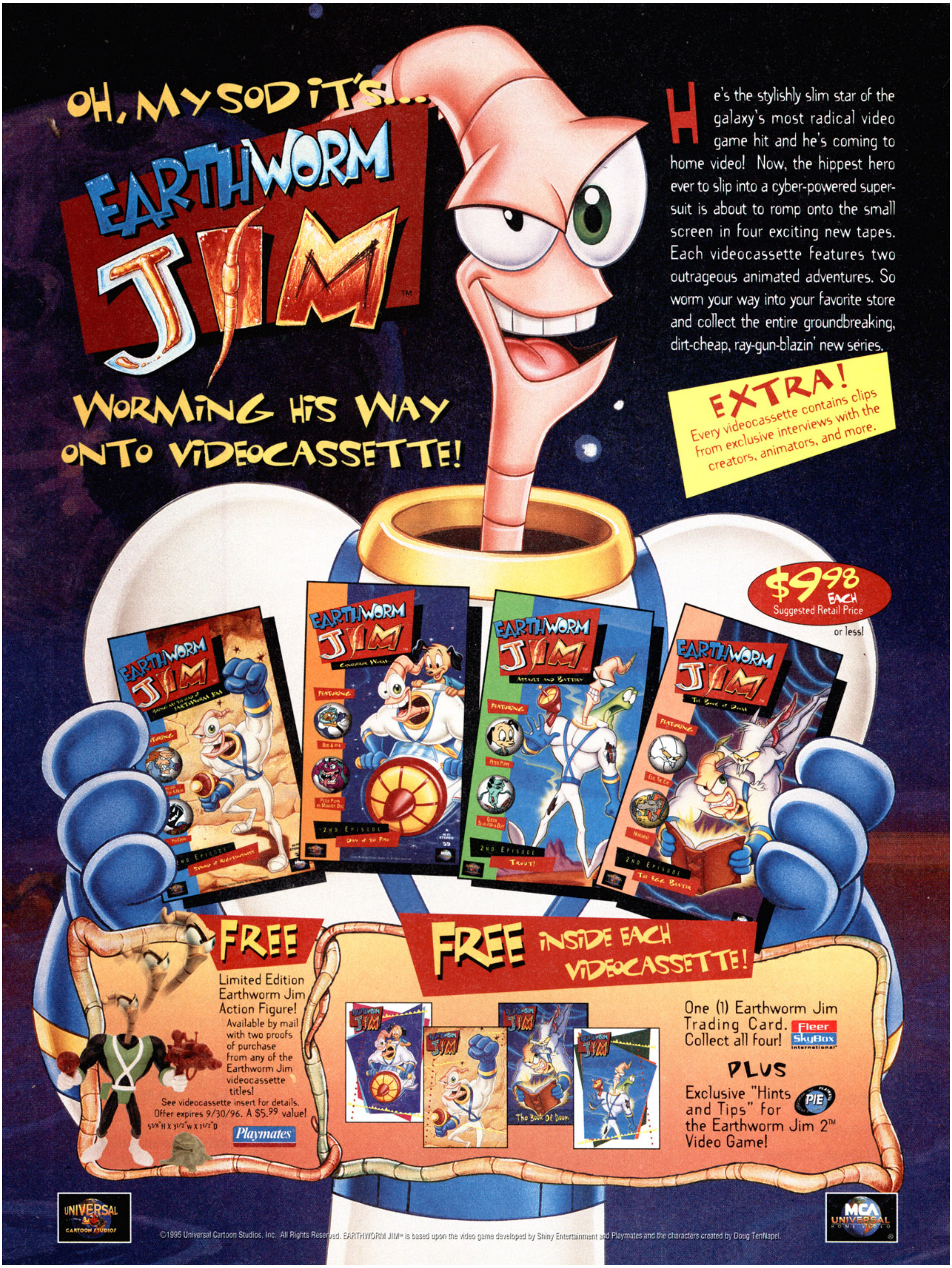
VR FOR THE PLAYSTATION

Virtual I/O has a virtual-reality headset in the works for the PlayStation, and it's even possible that Sony may actually stick its label on the unit. PC gamers may recall that Virtual I/O currently has a headset on the market called Virtual i-Glasses. In fact, you can purchase the i-Glasses with bundled versions of Descent or Tank Commander, which include drivers for Magic Carpet and Dark Forces.

The nifty lightweight i-Glasses headset essentially plants a pair of tiny viewing screens in front of your eyes. The binocular design, which projects dual independent images, helps create a 3D effect. However, the real juice behind this VR system is the see-through lens design, which projects a tiny video image in front of your eye that appears as big as a 40-inch TV screen viewed at a distance of six feet. A mini-stereo system mounted into the i-Glasses stems pumps audio into your VR trip.

An $800 version of the i-Glasses for PC includes head tracking capability, so that when you move your head left to right or up and down you view the onscreen terrain in those directions. However, it's not yet clear whether a PlayStation version will incorporate this cool, but rather expensive technology.

Will Virtual I/O i-Glasses make the PlayStation the first home virtual-reality system?


OH, MY SOD IT'S...
EARTHWORM JIM™
WORMING HIS WAY ONTO VIDEOCASSETTE!
FEATURING
2ND EPISODE
TROUT!
The Book Of Doom
UNIVERSAL CARTOON STUDIOS
MCA UNIVERSAL HOME VIDEO

He's the stylishly slim star of the galaxy's most radical video game hit and he's coming to home video! Now, the hippest hero ever to slip into a cyber-powered super-suit is about to romp onto the small screen in four exciting new tapes. Each videocassette features two outrageous animated adventures. So worm your way into your favorite store and collect the entire groundbreaking, dirt-cheap, ray-gun-blazin' new series.

EXTRA!
Every videocassette contains clips from exclusive interviews with the creators, animators, and more.

$9.98 EACH
Suggested Retail Price
or less!

FREE

Limited Edition Earthworm Jim Action Figure!
Available by mail with two proofs of purchase from any of the Earthworm Jim videocassette titles!
See videocassette insert for details. Offer expires 9/30/96. A $5.99 value!
5 5/8"H X 3 1/2"W X 1 1/2"D
Playmates

FREE INSIDE EACH VIDEOCASSETTE!

One (1) Earthworm Jim Trading Card. Collect all four!
Fleer SkyBox International

PLUS

Exclusive "Hints and Tips" for the Earthworm Jim 2™ Video Game!

©1995 Universal Cartoon Studios, Inc. All Rights Reserved. EARTHWORM JIM™ is based upon the video game developed by Shiny Entertainment and Playmates and the characters created by Doug TenNapel.

GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

Hey, the spring season has finally arrived! But we're ignoring the warm weather and staying inside, eatin' cheese logs, drinkin' cold coffee, and playin' with these new PlayStation peripherals.

PlayStation Bait

Tired of waiting around for those stingy game companies to release PlayStation cheat codes? Well, wait no longer because the **Game Shark** from **STD** comes pre-loaded with 64 cheats for 21 PlayStation games.

Plugging into the I/O port on the back of the PlayStation, this fairly inobtrusive cart offers you a menu screen of cheats like infinite energy in MK 3, WrestleMania, and Extreme Games. Better codes include unlimited rockets and unlimited shotgun shells for Doom, and for Ridge Racer you're given the keys to the almighty black car.

While this piece of hardware won't search for codes, it will save up to 9999 new codes as you enter them, unlike the 16-bit Game Genies. New codes are available in *GamePro* and through STD's 900 line ($1.29 a minute), World Wide Web page ($17 for a personal password), and by mail through STD's Dangerous Waters club ($12 for a one-year membership).

Although some of the pre-loaded cheats aren't that exciting, STD appears to be dedicated to making more codes available. If you're a real cheat hound and can't wait for PlayStation codes and passwords, this $60 investment just might be for you.

Peripheral

Game Shark

System: *PlayStation*

Features: *This cheat cart comes pre-loaded with 64 codes for 21 games, and it will store up to 9999 codes in memory. Of course, new codes come at a price.*

Price: *$59.95*

Available: *Now*

Contact: *Electronic-gaming stores*

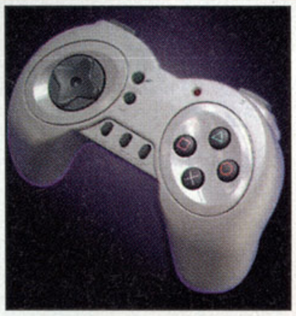
Big (But Not Advanced) Pad

If you have hands the size of a pro basketball player's, you may be interested in the **Advanced PlayStation Control Pad** from **Naki**. If you don't, this large PlayStation controller won't do much more for you.

The Advanced Pad's design is similar to the stock model that comes with the PlayStation; both are made of the same heavy-duty plastic, have the same sloping grips, and are identical in button size and configuration. The Advanced Pad, however, has much wider sides that make you really stretch to hit the top buttons. While the directional pad's diagonals take some breaking in, the pad itself is wide and offers decent control. The buttons are durable and springy, and the added slo-mo and turbo (one speed) options are inobtrusive and easy to use.

If you need more controller to hold onto, at 20 beans this pad with an eight-foot-long cord is a fairly safe bet. But if a bigger pad isn't a necessity for you, there are better alternatives than this one.

Controller



Advanced PlayStation Control Pad

System: *PlayStation*

Features: *It's bigger, offers turbo-fire and slo-mo, and has an 8-foot cord.*

Price: *$19.99*

Available: *Now*

Contact: *Toy and electronic-gaming stores or contact Naki at 800/626-6254*

P.S. You're the Best

Are you having a hard time finding the right joystick to complement Street Fighter Alpha for the PlayStation? Then look no further than the **PS Arcade** from **STD**.

A little adjustment time is all you'll need before you're playing like a pro on this sturdy black controller. Built with a wide base that rests comfortably on your lap and supports both hands, the PS Arcade lays out eight large, springy buttons that enable you to configure the controls like the controls for a six-button fighting game. The solid joystick is just the right size and responds fairly well to the rigors of fighting-game movements. Extra features include auto-fire, four speeds of rapid fire, and three slow-motion speeds, which are indicated on an LED display.

While the PS Arcade is by no means a true coin-op-quality stick, for $59.95 you're definitely getting the best of what's out there. G

Controller

PS Arcade

System: *PlayStation*

Features: *Auto-fire, four rapid-fire speeds, and three slo-mo speeds*

Price: *$59.95*

Available: *Now*

Contact: *Toy and electronic-gaming stores*

1P 101001 TOP 101001 85102 2P
KO
63
Demitri
Victor
Special
Special

1P 65001 TOP 65001 18322 2P
KO
65
Felicia
Bishamon
Special
Special

1P 4601 TOP 10000 2501 2P
KO
37
Morrigan
Bishamon
Special
Special

1P 2900 TOP 38400 38400 2P
KO
71
Demitri
Le Raptor
Special
Special

HISTORY'S MOST FEARED MONSTERS AND MUTANTS ARE BOLTING FROM THE ARCADE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COMING OVER WITH HIS SHOCKING THUNDERSTRIKE. FELICIA'S TRACKING IN PLENTY OF DIRT FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS RAZOR-SLASHING DIVIDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO FEAR ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATION™ SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SLICING A LITTLE WILD LATELY.

DARKSTALKERS™

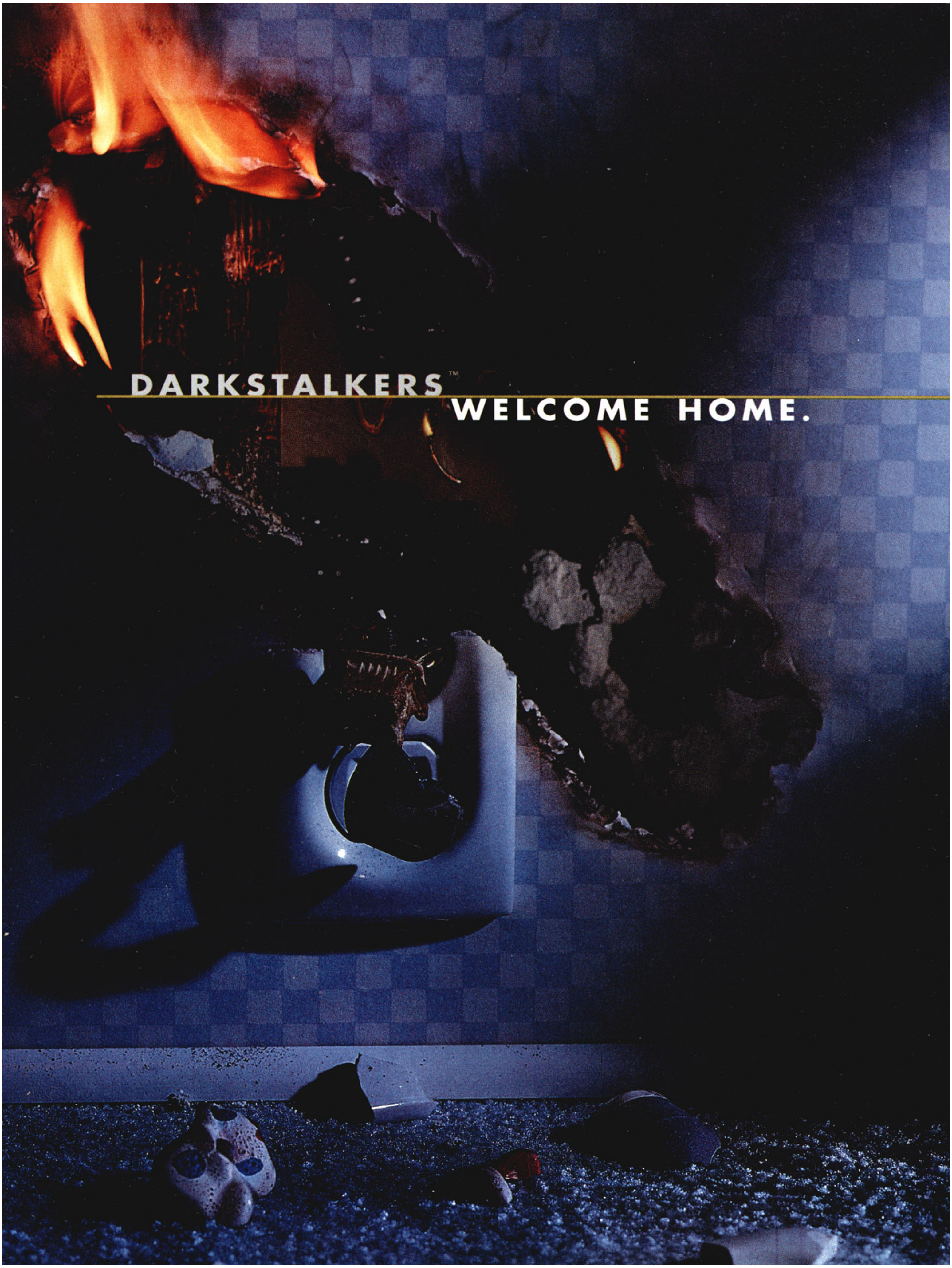
CAPCOM®

© CAPCOM CO. LTD. 1996 © CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. CAPCOM, CAPCOM U.S.A., CAPCOM ENTERTAINMENT AND DARKSTALKERS ARE TRADEMARKS OF CAPCOM CO. LTD. PLAYSTATION, THE PLAYSTATION LOGO AND THE PS LOGO ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC.

CAPCOM HINT LINE

1-900-680-2583
TOUCH TONE PHONE REQUIRED

$.79 PER MIN. FOR 24 HOUR RECORDED TIPS
$.99 PER MIN. FOR LIVE GAME COUNSELOR (8:30 A.M.–5 P.M. PST M-F)
MUST BE 18 YEARS OR OLDER, OR HAVE PARENTAL PERMISSION

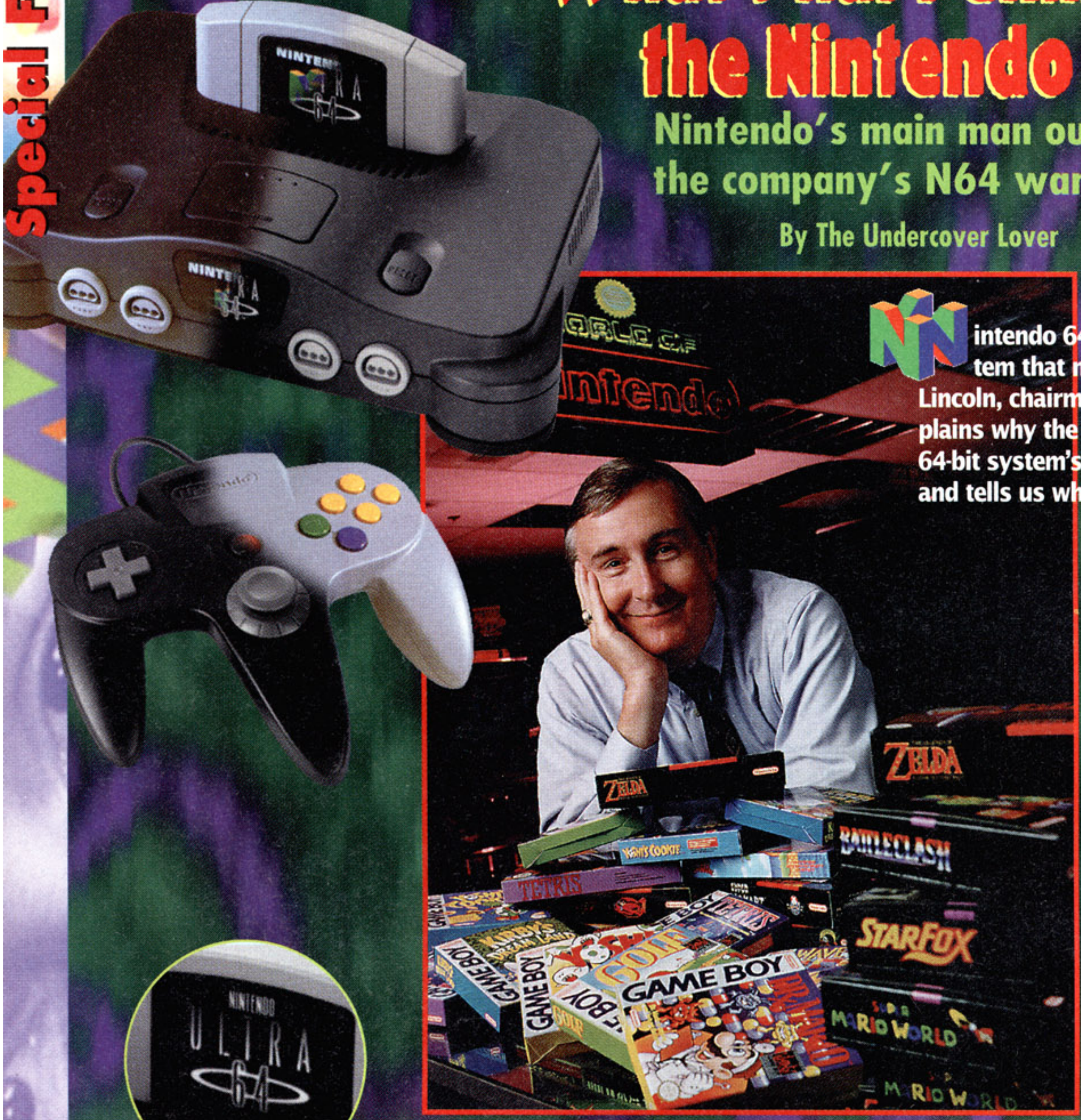

DARKSTALKERS™
WELCOME HOME.

64 and Counting!

What's happening with the Nintendo 64?

Nintendo's main man outlines the company's N64 war plan.

By The Undercover Lover



"If the Nintendo 64 is as good as we think it's going to be and the software's as good, game players will be glad they waited," says Howard Lincoln, chairman of Nintendo of America.

Nintendo 64 could be the best game system that nobody's ever played. Howard Lincoln, chairman of Nintendo of America, explains why the company decided to delay the 64-bit system's U.S. launch until September and tells us why gamers will be glad it did.

GamePro: How will delaying the Nintendo 64 launch impact the video game world?

Howard Lincoln: This launch is critical not only for Nintendo but for the video game industry. This industry is going to go through peaks and valleys, and it's fair to say there's a valley right now. There are a lot of people counting on the momentum that this launch will create, which is the reason we want to get it exactly right.

GP: Why did Nintendo change the N64 launch date?

Lincoln: The primary factor that was driving the decision to change the release date

The Evolution of the Nintendo 64

Note: Red denotes game news, blue denotes hardware news

3 1993 1993 1994 1994 1994 1994 1994 1

August 23, 1993:
Nintendo and Silicon Graphics announce 64-bit Project Reality, due in 1995 for under $250

March 30, 1994:
First "Dream Team" game developer announced: Rare (Killer Instinct)

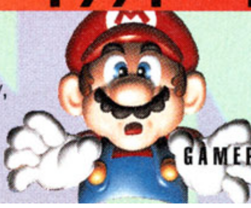
May 2, 1994:
New Dream Teamer: DMA Designs (Body Harvest)

June 9, 1994:
New Dream Teamer: Alias Research (adds customized 3D graphics tools)

June 23, 1994:
At Summer CES, Nintendo announces Cruis'n USA from Rare and new Dream Teamer, Acclaim (Turok: The Dinosaur Hunter)

June 23, 1994:
Nintendo changes system name to Ultra 64

July 18, 1994:
New Dream Teamer: Rambus Technologies (adds high-speed memory technology)



was hardware production. But in regards to software, there's no question that with this type of new technology, where game programmers are going from a 2D environment to a 3D environment, there's a longer learning curve. There are clearly differences where the abilities of some developers are relative to where Mr. Miyamoto [Shigeru Miyamoto, creator of the upcoming Super Mario 64, Pilotwings 64, and Buggie Boogie] is. The additional time can't hurt.

Game guru Shigeru Miyamoto is personally supervising key N64 games.

> **"There are a lot of people counting on the momentum this launch will create, which is the reason we want to get it exactly right."**
>
> ***— Howard Lincoln, chairman of Nintendo of America***

GP: What do you say to game players who have been waiting anxiously for the N64 and now have to wait even longer?

Lincoln: Quite frankly, if the Nintendo 64 is as good as we think it's going to be and the software's as good, game players will be glad they waited. If the system isn't any good, it won't matter if we bring it out in 2001.

GP: How do you respond to critics who say the Nintendo 64 won't be ready?

Lincoln: We're not dealing with vaporware. It's a real product. People have seen it. People have played preliminary software. They know how good Mr. Miyamoto is. They know what he's done.

GP: How important will the initial launch be for Nintendo?

Lincoln: This is the fourth launch for me. We've done it every way you can. I think it's critical that consumers have no difficulty in identifying Nintendo 64 games as quality software. That's absolutely essential! Ultimately, Nintendo will try to drive an installed base that will number in the millions. If there's any perception that these 64-bit games are just more of the same, we have problems.

GP: How far along are Nintendo's own N64 games?

Lincoln: I've checked on Pilotwings, for instance. You've published pictures from the Shoshinkai Show [held in

Based on preliminary hands-on feedback, the future looks promising for the N64.

What They're Saying

We asked key companies what they thought of the Nintendo announcement and how the delay would affect their own plans.

- **LucasArts** (Mary Bihr, director of marketing and sales): "The delay has had no effect on Shadows of the Empire because LucasArts is acting solely as the developer, so it's ultimately up to Nintendo to set a release date."
- **Virgin** (Rand Bleimeister, senior vice president, sales and marketing): "Launching a new consumer product as exciting as the Nintendo 64 at the beginning of the prime selling season for our products makes all the sense in the world. This will put the Nintendo 64 at the top of every young person's Christmas list for 1996, and Virgin Interactive Entertainment will be ready, in store, with our N64 title [Stacker]."
- **Williams Entertainment** (John Fowler, director of marketing): "We are excited about the launch date of the Nintendo 64. It will give us additional time to fine-tune an all-new Doom that will be a must-have title for the N64 in September."

October 5, 1994:
New Dream Teamer: Williams (Doom)

October 11, 1994:
New Dream Teamer: MultiGen, Inc. (adds graphics tools)

November 21, 1994:
New Dream Teamer: Paradigm Simulation (Pilotwings)

January 6, 1995:
New Dream Teamer: Spectrum HoloByte (Top Gun)

January 6, 1995:
At Winter CES, Nintendo announces a new release date – "late 1995"

February 7, 1995:
New Dream Teamer: Software Creations (adds cutting-edge sound tools)

February 10, 1995:
New Dream Teamer: Sierra On-Line (Red Baron)

February 15, 1995:
New Dream Teamer: Angel Studios (Buggie Boogie)

1994 1994 1994 1995 1995 1995 1995 199

Japan last November]. There's been dramatic progress on games since then.

GP: *How many games will be available at launch?*

Lincoln: Somewhere between 8 and 12 games should be ready by the end of the year. The Nintendo 64 will launch in Japan with three titles. We'll have more than that. If I toss a coin up in the air, I could say somewhere between 5 and 10 games could be ready.

GP: *What titles is Nintendo planning to publish?*

Lincoln: We should have Super Mario 64, Pilotwings 64, and maybe some other games developed by Shigeru Miyamoto. Killer Instinct and Cruis'n USA could be done. Williams should have Doom for the launch, and LucasArts could have Star Wars: Shadows of the Empire ready.

GP: *How much will Nintendo 64 cartridges cost?*

Lincoln: Cartridge prices for the Nintendo 64 will be comparable to the suggested retail price of 16-bit software.

GP: *How many systems will Nintendo have to sell to call the launch a success?*

Lincoln: Sega and Sony know the same thing we know. Selling the first several hundred thousand, the first half-million, doesn't prove very much because there's always a market for that many game systems. The real issue is not how we do in the first six months, it's what happens a year from now, and is the demand for the Nintendo 64 still accelerating? Once you see how the momentum is carrying, you can assess what the market is going to be.

GP: GamePro *readers are ready for the Nintendo 64!*

Lincoln: Like *GamePro* readers, we've been waiting for the Nintendo 64 since summer of 1993. I'm ready for the launch, too.

February 24, 1995:
New Dream Teamer: GameTek (Robotech)

May 5, 1995:
At E^3, Nintendo announces that the hardware is completed; new release date is April 1996

October 19, 1995:
New Dream Teamer: LucasArts (Star Wars: Shadows of the Empire)

November 21, 1995:
New Dream Teamer: Electronic Arts (FIFA Soccer)

November 24, 1995:
At the Shoshinkai show in Japan, Nintendo shows the Ultra 64 to the press for the first time, as well as the games Super Mario 64 and Kirby Ball 64

December 4, 1995:
New Dream Teamer: Time Warner Interactive (Wayne Gretzky Hockey)

February 2, 1996:
Nintendo announces a new release date – September 30, 1996 – and changes the name to Nintendo 64

1995 1995 1995 1995 1995 1995 1996 1996

NEW PHONE ADVENTURE!

Dare You Enter Scary Larry's
HAUNTED GHOST TOWN?

See if you can make your way through the spooky corners and sagebrush of Scary Larry's Haunted Ghost Town … Alive!

Escape the traps and secret villains and emerge a winner!

To be elegible to win, you must escape Scary Larry's Haunted Ghost Town in the shortest amount of time. Each month, 8 top winners will get their names and score printed in the pages of GamePro magazine!

PLUS: The Grand Prize winner gets his name inscribed on the main tombstone and a FREE Official GamePro T-shirt!

R.I.P.
Steven White
4.3 minutes
Grand Prize Winner

Also available in Canada!

1-900-451-3335

Calls cost $1.49 (Canadian)

HONORABLE MENTION:

- **Brandon Schilling** 5.3 minutes
- **Mark Savel** 5.7 minutes
- **Thomas Haslow** 7.6 minutes
- **Manuel Tillman** 8.1 minutes
- **Kenny Scheiderman** 8.4minutes
- **Steven Chisholm** 10.0 minutes

1-900-454-6600 *Call today to test your skill!*

Costs $1.29 a minute and calls average six minutes in length. Available to touch tone and rotary phones.

Be sure to get your parent's permission to call Scary Larry's Adventures if you are under 18 years of age.
Messages subject to change without notice. A service of Infotainment World in San Mateo, CA.

THE 16-BIT SURVIVAL GUIDE

The 16-Bit Survival Guide is an ongoing series that will provide SNES and Genesis gamers with all the info they need to get the most from their systems. Expect codes from classic games, secret tips on the latest games, polls on the best games, release dates for upcoming games, and endings from some of the best cartridge games ever!

16-BIT HALL OF FAME

You Gotta Have These!

DONKEY KONG COUNTRY
SONIC THE HEDGEHOG 2
1 PLAYER
Hall of Fame material?

This month, we're opening the Hall of Fame doors to 16-bit action/adventure games to get any new 16-bit gamers up and running. Some of you 16-bit pros might find a juicy title or two you missed along the way.

To find nominees for the Hall of Fame, we asked Nintendo and Sega for an informal, unofficial list of the most important action/adventure games ever for their systems. These weren't necessarily the top sellers, just the games that had the most influence. Then the *GamePro* editors added a few of their own selections to make up a baker's dozen of tasty action/adventure titles for the two 16-bit cartridge systems. Here's the alphabetical listing:

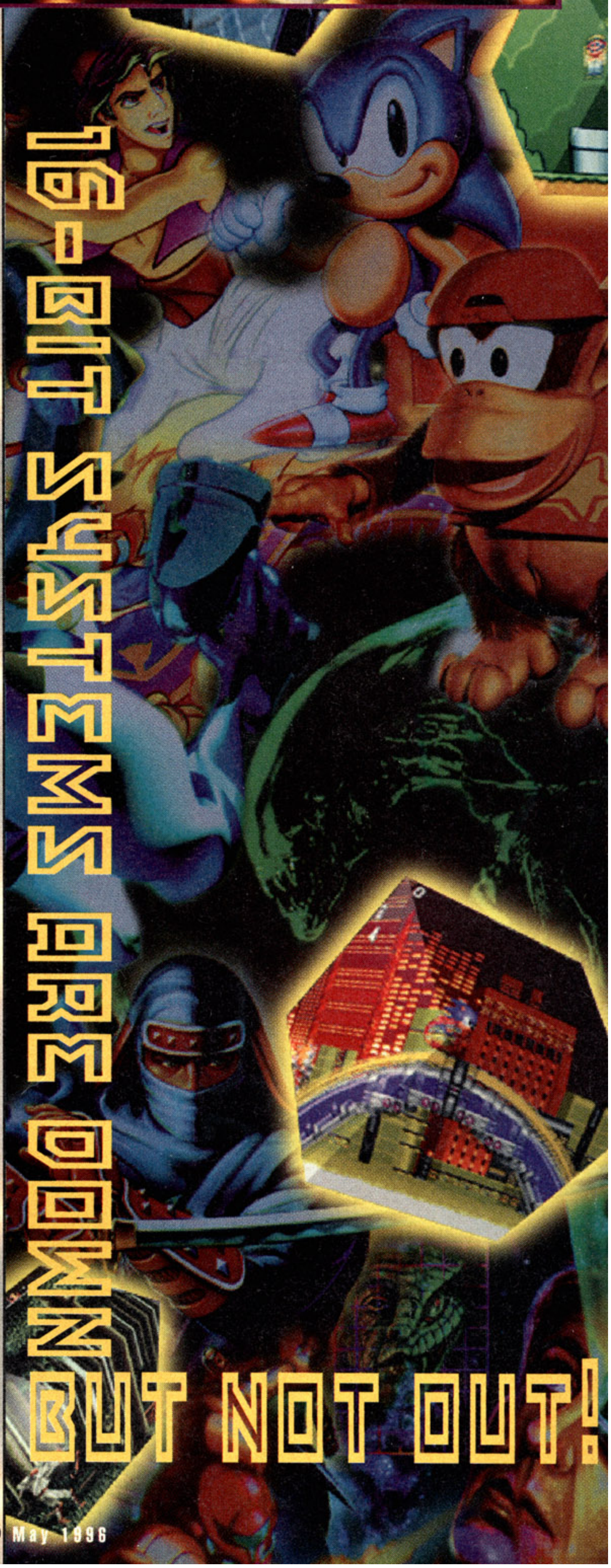
- **Alien 3** (SNES)
- **Castlevania IV** (SNES)
- **Disney's Aladdin** (Genesis)
- **Donkey Kong Country** (SNES)
- **Earthworm Jim** (Genesis)
- **Flashback** (Genesis)
- **Mega Man X** (SNES)
- **Shinobi III** (Genesis)
- **Sonic the Hedgehog 2** (Genesis)
- **Super Mario World** (SNES)
- **Super Metroid** (SNES)
- **Super Star Wars** (SNES)
- **Vectorman** (Genesis)

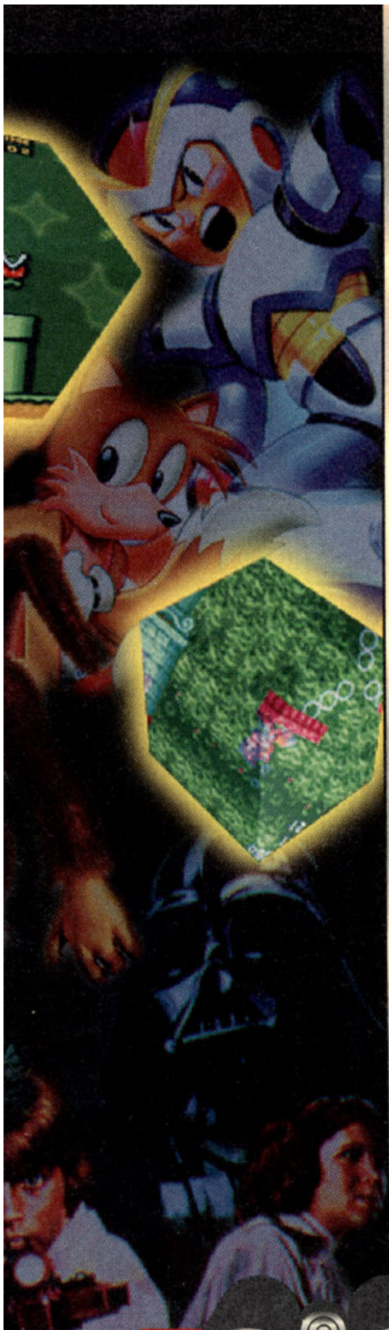
These games represent some of the best action/adventure titles of all time. Anyone with a 16-bit machine can find some serious, thumb-busting action by renting or buying these hits.

Now we turn the vote over to you. What's the best 16-bit action/adventure game ever? You're not limited to the preliminary list above; consider any other games, write down your top choice (only one, please), and get it to one of the addresses below by June 1, 1996. We'll publish the readers' list in an upcoming issue. Please, no fighting games, RPGs, shooters, or anything besides 16-bit action/adventure games – we'll ask for votes on other genres soon!

Send e-mail to:
the_mail.gamepro@iftw.com

Send regular mail to:
GamePro Hall of Fame
P.O. Box 5828
San Mateo, CA 94402





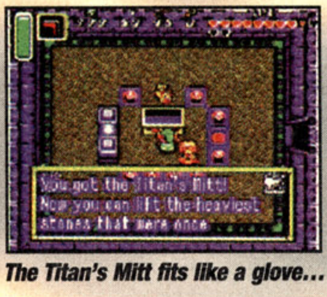
ASK THE PROS

Super NES Strategies

I'm in the Dark World in Legend of Zelda for the SNES, but I can't find the Titan's Mitt (the golden power glove).

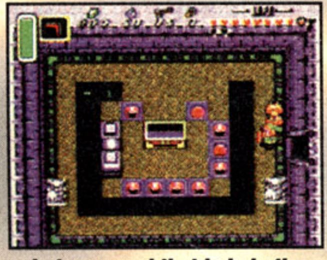
Scott O'Bannon
Internet

In Dark World's Village of Thieves (where you get the fourth crystal), the mitt is on the basement floor in the room on the bottom-left corner. It's inside a big chest – to open it you'll need the big key you found while exploring the palace. Get to the big chest quickly and then get out of the way because the floor around it quickly falls out from under you.



You got the Titan's Mitt!
Now you can lift the heaviest
stones that were once

The Titan's Mitt fits like a glove...



...but you need that hole in the floor like a hole in the head.

I heard you can see some weird areas in Super Star Wars. How do you do this?

Victor Robbins
Los Angeles, CA

First enter a debug code that gives you 99 lives: At the title screen, quickly press Button A four times, X, B four times, Y, X four times, A, Y four times, then B. Then start playing the game. Hold down Select on Controller Two. While holding it down, simultaneously press A, B, X, and Y on Controller Two, then release all the buttons. You'll see a number next to your character. Move the number using Controller Two's directional pad. Your character is now invulnerable to enemies, plus you can pass through walls to strange places.

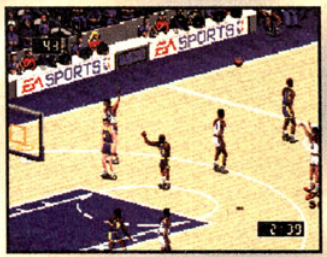
If the code doesn't work, turn off the SNES, take out the cart, wait one minute, then try again. You have to see the Lucas Arts logo at the beginning for the trick to work.

Genesis Strategies

Are there any tricks for NBA Live '95 for the Genesis?

Martin Grapes
Rancho Cucamonga, CA

When you have the ball, press and hold Button A, then press Start. Everybody on the court will freeze except your player. Shoot away, though the baskets don't count. You can also check out the shooting percentages of your players from anywhere on the floor.



The Knicks' shooting guard lets fly from the top of the key (he makes 43% of these three-pointers).

YOUR TWO CENTS ABOUT 16-BIT

Are Sega and Nintendo watching the growing trend of businesses selling used games? When I shopped recently for Genesis titles, I found that used-game stores have a wide variety of games at a much lower price. They usually have the current releases within a couple of months. How much longer do Sega and Nintendo think they can continue selling their new products for $60 or $70 or more, when you can buy almost-new games for under $40? If something isn't done soon, Sega and Nintendo may find themselves losing money on games.

Weston Powel
Mesa, AZ

You're right, used games are an attractive alternative to spending $70 for new games. Perhaps Sega and Nintendo will drop their 16-bit prices as the next-gen systems take off – no official word yet, though. Be careful at the bargain bins, too: Usually those used games have no warranty on them, which means you're stuck if something goes wrong, and often they don't come with a manual. Still, it can be a great way to load up on topnotch games. G

GAME WATCH

This month's likely 16-bit releases:

1996 Olympic Sports by T•HQ (SNES, Genesis)

Frantic Flea by GameTek (SNES; see ProReview, April)

Lufia 2 by Natsume (SNES)

Major League Baseball Presents Ken Griffey Jr.'s Winning Run By Nintendo (SNES)

Marsupilami by Sega (Genesis)

Marvel Super Heroes: War of the Gems by Capcom (SNES)

Super Mario RPG by Nintendo (SNES; see Short ProShots, April)

Turn to this issue's "Role-Player's Realm" for a preview of Final Fantasy VII!

the Next Wave

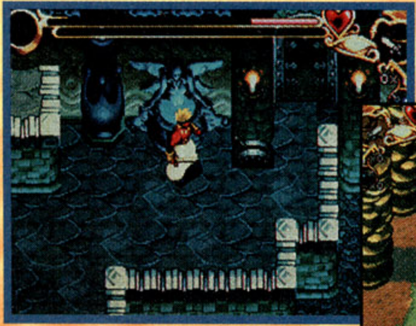
Our man in Japan tracks the second generation of next-gen games in Japan ... and what may be coming to our shores.

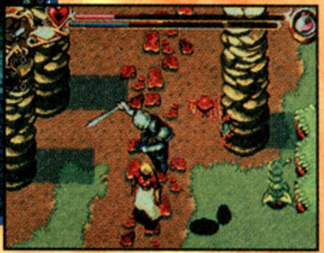
By Nob Ogasawara and Major Mike

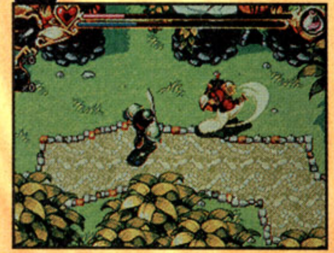
Thor (Saturn)

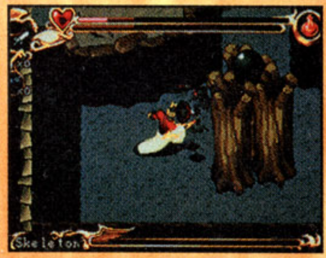
Developed by Ancient
Published by Sega of Japan
1 player
Available Spring '96
CD
Action/RPG

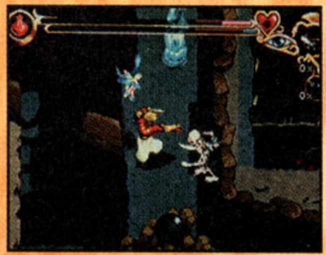
50% COMPLETE











The sequel to Beyond Oasis on the Genesis, Thor stars a descendant of the first game's protagonist. Leon, the hero, is awaiting coronation as the new king, but he must first pass a test fraught with danger.

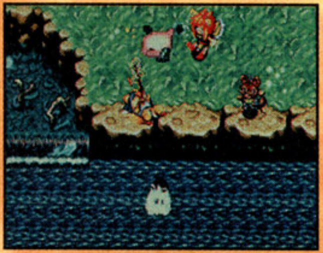
Thor is produced by Ancient, the team assembled by Yuzo Koshiro, the game-music composer. Closely following its Genesis predecessor in design, Thor includes the six elemental spirits who help the hero. The Saturn makes several enhancements possible, including the use of height-related traps and objects. Simple commands will cause Leon to unleash devastating special attacks like in fighting games.

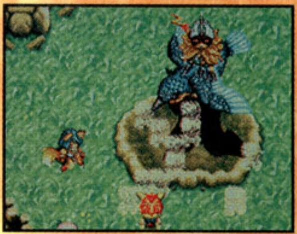
Add topnotch graphics and music to the gameplay and Thor should go a long way toward appeasing RPG fans anxious for Saturn role-playing action.

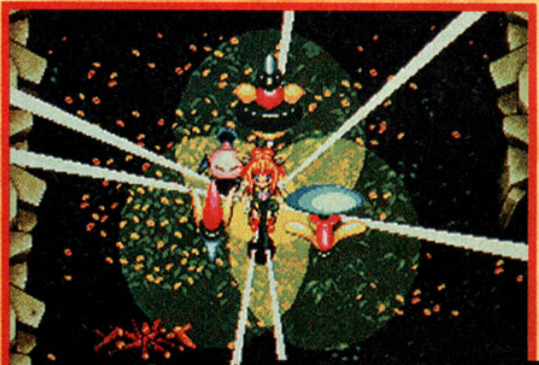
Linkle Liver Story (Saturn)

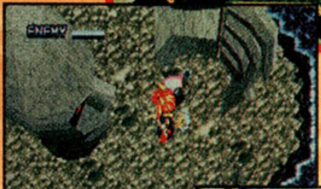
Developed and published by Sega of Japan
1 player
Available March
CD
Action/RPG

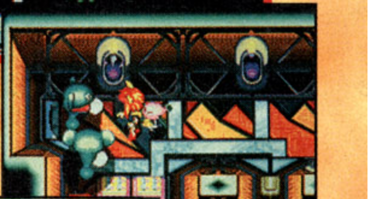
40% COMPLETE

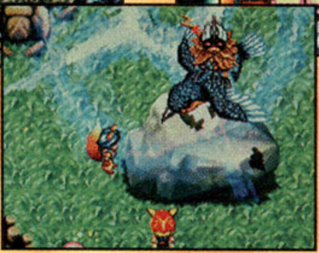












The title is strange but everything else about Linkle Liver Story makes it likely to sail overseas to make Liver lovers out of American gamers. On a planet inhabited by a peaceful race of semi-humans, an ancient evil is stirring. It has already conquered the Continent of Four Seasons, spreading poison in the environment.

The heroine hears about the danger to her world from a creature she fished out of a river. She enlists her woodland friends to put a stop to the evil.

Linkle Liver's story would work in any Disney cartoon, and it's no surprise the graphics are on the cute side. Linkle Liver should appeal to younger players who find the Saturn's "serious" games too difficult. G

FRANTIC FLEA

...infesting a Super NES near you!

KIDS TO ADULTS
K-A
AGES 6+
GAMETEK

VISIT OUR WEB PAGE AT
http://www.gametek.com

FOR MORE INFORMATION VISIT YOUR LOCAL RETAILER OR CALL 1.800.GAMETEK.

LICENSED BY Nintendo®

SUPER NINTENDO ENTERTAINMENT SYSTEM

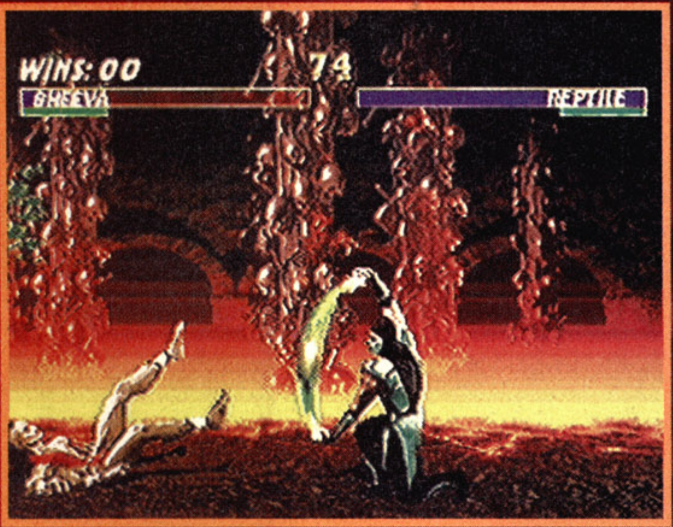
Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

All game design material is ©1994 Haus Teknikka, all characters and Frantic Flea are © and TM 1993 Andy Whitehurst and are being used under licensed agreement. GameTek is a trademark of GameTek (FL), Inc. 2999 NE 191st Street, Suite 500, Aventura, Florida 33180 U.S.A.

Sneak Previews

Ultimate Mortal Kombat 3 **Saturn**

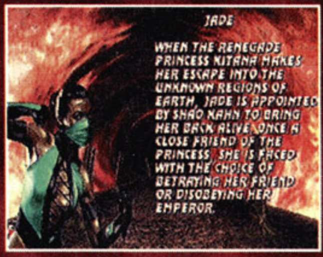
By Air Hendrix


WINS: 00
74
SHEEVA
REPTILE

Impressive arcade conversions like Virtua Fighter 2 and Darkstalkers sizzle on the Saturn, and Ultimate MK 3 seems well on its way to joining those ranks.

WINS: 00
47
WINS: 01
REPTILE
JAX

PUSH START
99
PUSH START
KITANA
SUB-ZERO



JADE

WHEN THE RENEGADE PRINCESS KITANA MAKES HER ESCAPE INTO THE UNKNOWN REGIONS OF EARTH, JADE IS APPOINTED BY SHAO KAHN TO BRING HER BACK ALIVE. ONCE A CLOSE FRIEND OF THE PRINCESS, SHE IS FACED WITH THE CHOICE OF BETRAYING HER FRIEND OR DISOBEYING HER EMPEROR.

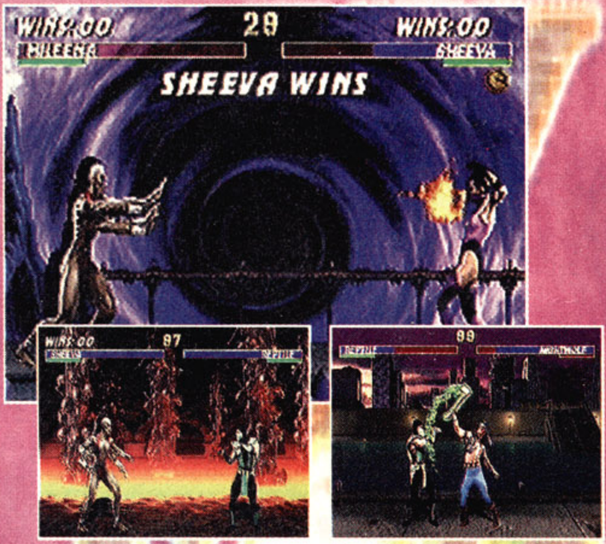
WINS: 00
93
PUSH START
KITANA
KITANA

The Lineup

PUSH START
99
PUSH START
SCORPION
KABAL
WINS: 00
24
WINS: 00
PUSH START
99
PUSH START

Like the coin-op version, this UMK 3 adds Kitana, Scorpion, Jade, and Reptile to the original 15 MK 3 characters for a total of 19 kombatants. Noob Saibot, Ermac, Mileena, the MK II version of Sub-Zero, and others also return as hidden characters, while Shao Kahn and Motaro stand tall as the bosses. All the characters sport their original arsenal, along with a nice selection of new and refined moves, combos, and fatalities.

Features


WINS: 00
29
WINS: 00
MILEENA
SHEEVA
SHEEVA WINS
WINS: 00
97
REPTILE
99

Four impressive new backgrounds – Desert, Hell, Cavern, and Waterfront – spice up the scenery, and a tournament mode lets up to eight opponents duke it out for bragging rights. From the MK I days of old, the CPU tag-team Endurance Match makes a second showing.

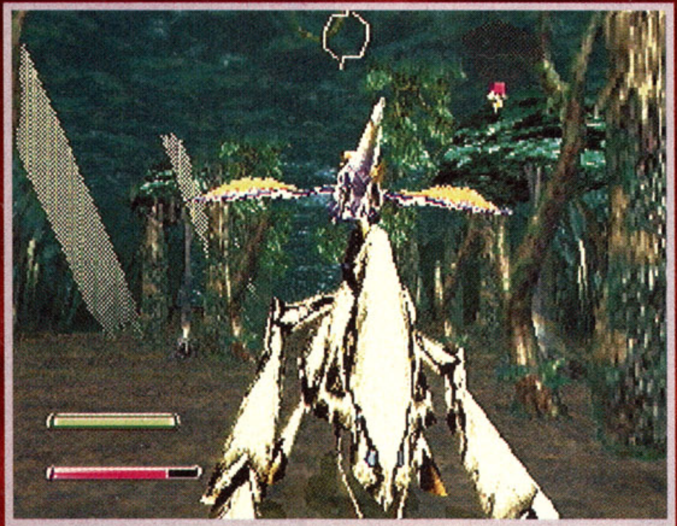
At this early point, the stage is nicely set for solid Kombat, and even the graphics stay true to the arcade. After some hands-on game time, we'll have a definite verdict on the action and CD load time, but MK mavens should start warming up their thumbs.

Developed by Eurocom
Published by Williams Entertainment
Available April
70% COMPLETE

Panzer Dragoon Zwei II

Saturn

By Scary Larry



Panzer Dragoon's improved graphics and sounds dominate this stellar game. The undeniably best next-gen shooter is almost here!

Controls

Not much change in the controls. You still target multiple enemies by holding down the button, but your standard laser is much faster and lets out a ton of explosive energy. You'll need it, too, because the enemies are a lot tougher. The multiple views are also back, so once again you need to be conscious of the surroundings in front, behind, and on both sides of you. A neat option this time is the ability to look up.

Graphics

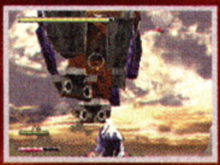
Everyone knew the groundbreaking graphics of the first game would be tough to beat. But in PDZ II, the graphics look smoother, cleaner, and faster. Large, screen-filling bosses exhibit no slowdown and very little break-up. An impressive upgrade!

Features

Still equipped with a laser that powers up to a multiple-hit cannon, you also get a screen-shredding smart bomb. The bomb expels continuously as you detonate it, so expect an explosion that lasts for a while. In another new touch, you start out as a young dragon and get progressively stronger through battle. In some stages, you even run along the ground and fight before taking to the air.

Developed and published by Sega
Available May

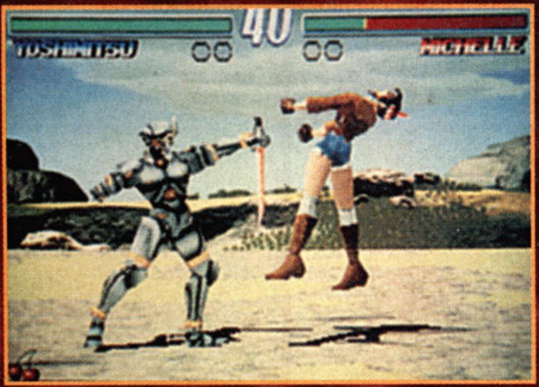
50% COMPLETE



Tekken 2

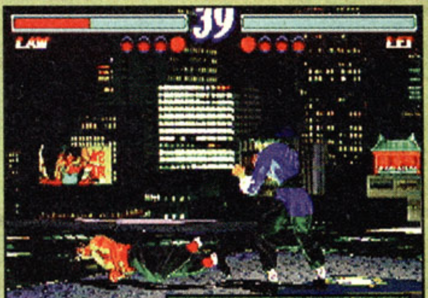
PlayStation

By Greasy Gus

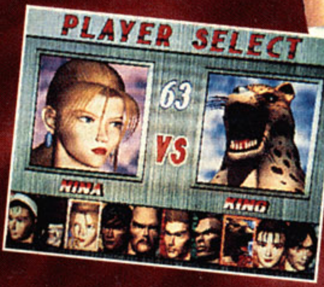

TOSHIMITSU
40
MICHELLE

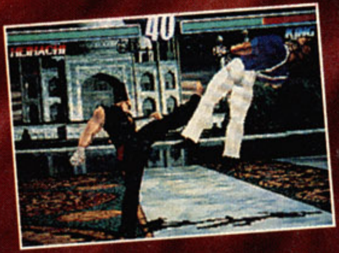
Like its predecessor, Tekken 2 for the PlayStation looks and plays just like the arcade version.

The Lineup

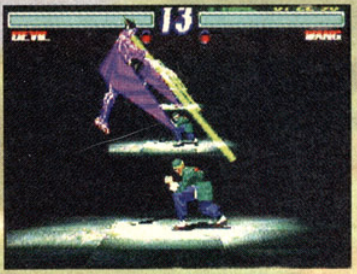


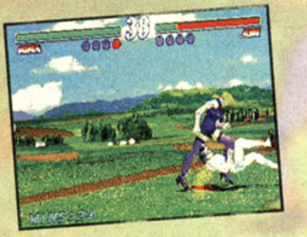
One of your favorite quarter-munchers, Tekken 2, busts onto the PlayStation with the same great lineup of fighters you've come to love in the arcade. In this tournament to overthrow Devil Kazuya, Heihachi joins the selectable ranks along with new characters Lei and Jun. Sure enough, you'll find other bizarre hidden characters like Bruce (the kickboxer), Roger (the kangaroo), and Alex (the dinosaur).


PLAYER SELECT
63
VS
NINA
KING


40
HEIHACHI
KING

Combos, Counters, and Throws


13
DEVIL
WANG



Tekken 2 should deliver the new combos, counters, and special moves with all the power of King's neck-breaker submission hold. As in the arcade, expect all the new moves, including Law's leg takedown and Paul's body tackle. Also, you can take advantage of the new recovery system that enables your downed fighter to get back up in any number of offensive or defensive ways. While it will probably appear in Japan first, Tekken 2 will surely be as addicting as the coin-op game – so keep practicing those 10-hit combos!

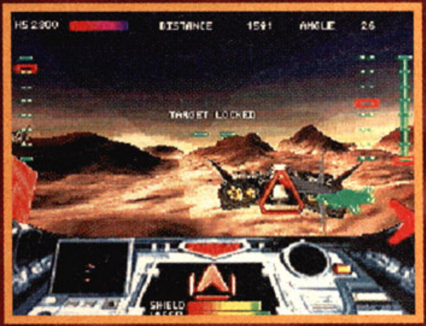
TOSHIMITSU
07
TOSHIMITSU

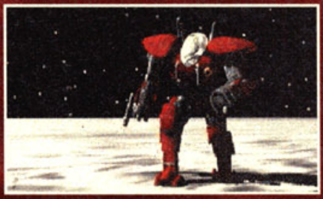
Developed and published by Namco
Available September

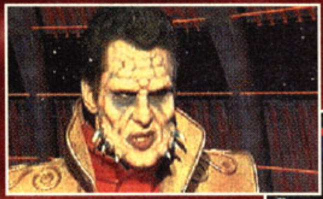
50% COMPLETE

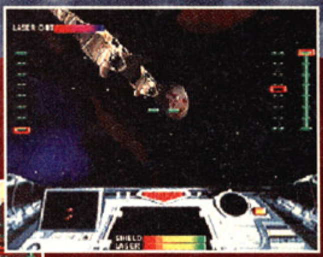
The Raven Project

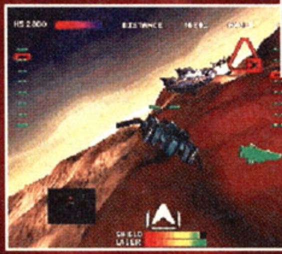
PlayStation **PC CD**

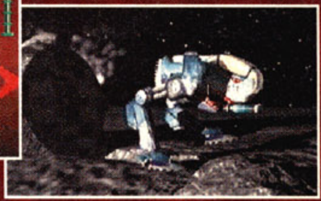


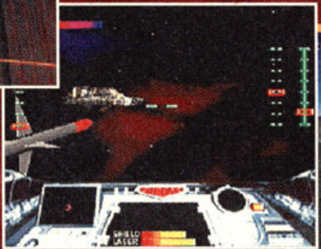


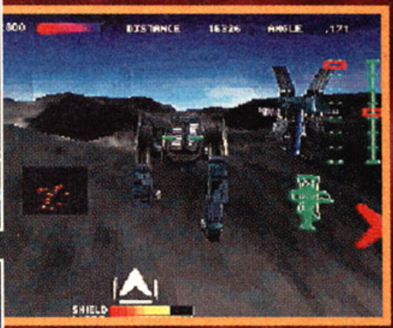


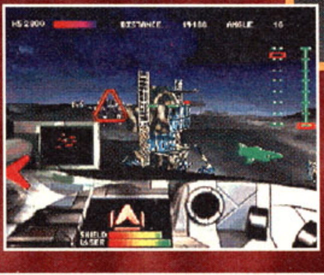












Raven Project's story line isn't the most original, but its fresh three-in-one blend of one-player shooter gameplay will grab your attention.

Earth's been conquered by an alien race, and you join up with the rebels to overthrow the tyrannical alien government. In missions that range from Alcatraz to the Moon, you face your foes in mechwarrior combat, air-to-surface skirmishes, and outer-space dogfights.

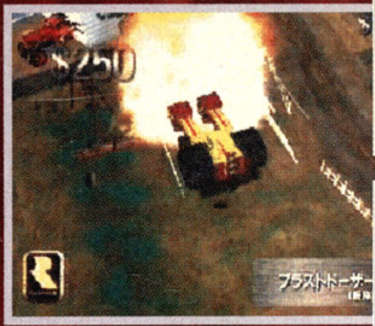
Armed with two lasers and two missiles, the five available vehicles respond smoothly to an identical control setup. In this unfinished version, the enemies didn't exactly hang tough, so hopefully Mindscape will tune the A.I. for the final product. At this point, the background graphics weren't fully completed, but the 3D landscapes and beautifully rendered cinematics already look sharp.

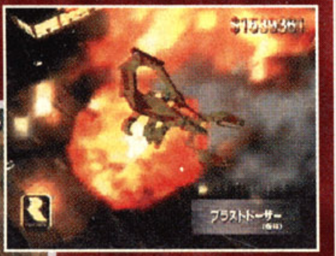
Developed by Cryo Interactive
Published by Mindscape
Available April

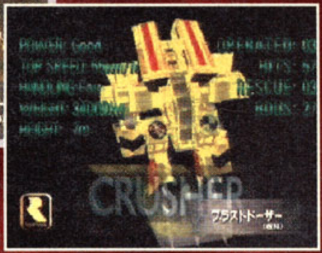
80% COMPLETE

BlastDozer

Nintendo 64







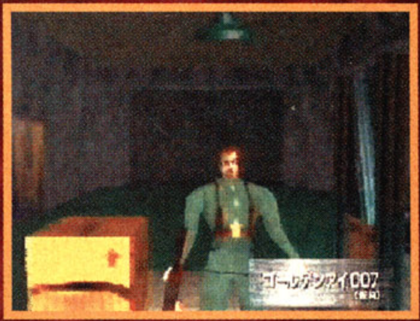
BlastDozer may sound like a construction worker's nightmare at first, but this vehicle-combat cart will pit your driving and fighting skills against a variety of mechanical menaces. You wheel around in bulldozers, cranes, trucks, and weird scorpion mechs. In the prelim version, the action looked fast and furious as the heavy-duty equipment even went airborne off bumps and trenches. BlastDozer looks like a blast.

Developed by Rare
Published by Nintendo
Release Date Not Available

30% COMPLETE

GoldenEye

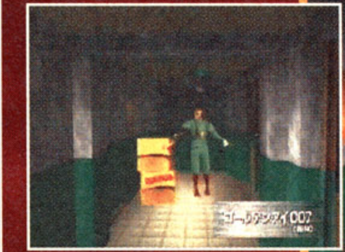
Nintendo 64

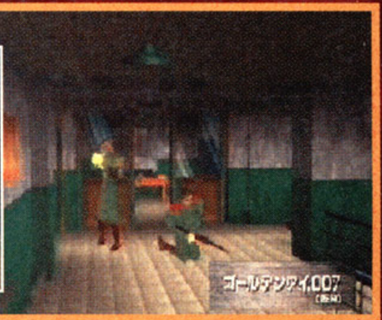


Bond, James Bond, is back in a game based on the hit movie. You don't get to look like Pierce Brosnan, but this gritty Doom-style shooter doesn't look to be the stuff of pretty boys anyway. In this early version, enemies jump out at you from behind objects and hiding places much like those in Virtua Cop. This game will soundly test how the multibuttoned N64 controller works as a gun.

Developed by Rare
Published by Nintendo
Available November

30% COMPLETE

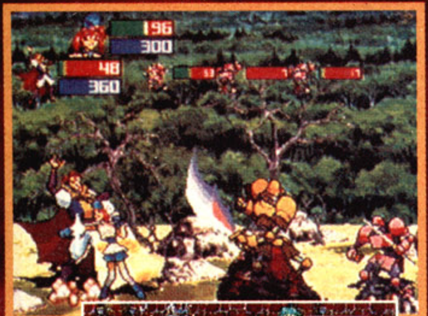


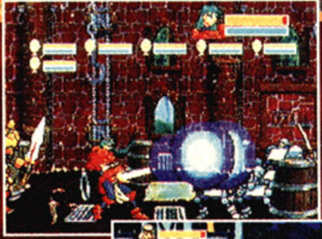


Guardian Heroes

Saturn

Guardian Heroes (called Guardian in Japan; see "Overseas ProSpects," April) combines fighting and side-scrolling action, and these early screens look great! This game challenges you to recover the royal magical sword and boot the fake royal family out of office. Guardian Heroes is one of the first games to incorporate six players at once. Each character has their own unique special moves, weapons, and magic to battle in foreground, midground, and background.





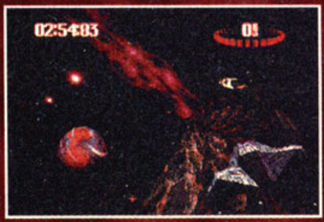
Developed by Treasure
Published by Sega
Available Now

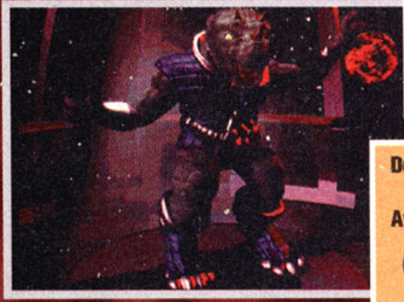
70% COMPLETE

Starwinder: The Race to Epsilon Indi

PlayStation **PC CD**

An alien culture built thousands of miles of track through the universe, but no one knows why. As a racer from Earth, you know it could mean only one thing – all-out, full-blown, intergalactic drag racing! With more than 40 tracks, an hour of cinematic video, and complete movement on six axes (a first for racing games), Starwinder's aiming to wipe out the competition.





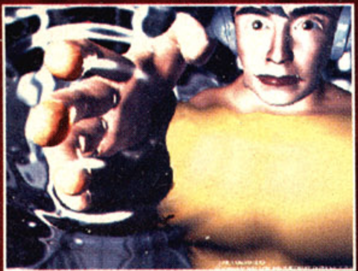
Developed and published by Mindscape
Available Summer '96

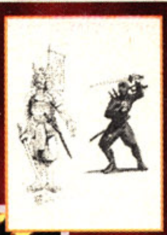
60% COMPLETE

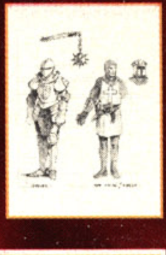
Time Commando

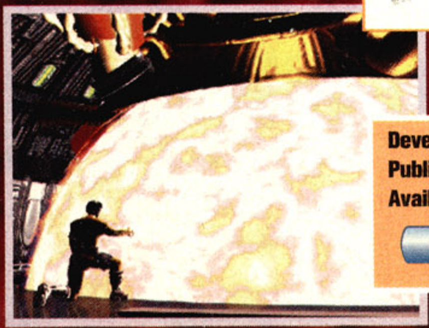
PlayStation **PC CD**

Not much is known about this game, which comes from the developers of Alone in the Dark. According to our sources, Time Commando will involve traveling back and forth into the past and future, battling enemies with more than 50 weapons. The weapons will be specific to each of the nine time periods. It's an intriguing premise, and the game sports sharp graphics, even at this very early stage.









Developed by Adeline Software
Published by Activision
Available Summer '96

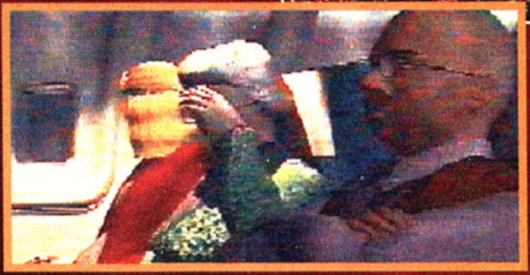
40% COMPLETE

D2

M2

Warp is ready to pull out all the stops for the explosive and truly horrifying sequel to D. Set after the events of the first game, this family vampire story now throws another wrench into the machinery – Laura is pregnant! One of the first games to utilize the M2 system, D2 looks like another roller coaster of thrills.

1998 SANFRANCISCO

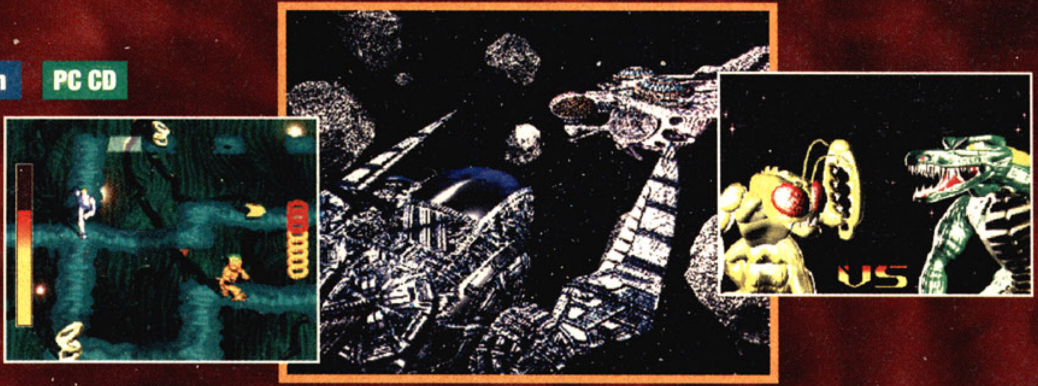


Developed by Warp
Release Date Not Available

10% COMPLETE

Eurit

PlayStation Saturn PC CD



Combining elements of Tag and Capture the Flag, this wild head-to-head maze game engages you against a friend or the computer. If you're tagged "it," you can't collect the flags that allow you to escape and win. And winning involves more strategy than just grabbing flags – you must build bridges, shoot your opponent, collect power-ups, and avoid plenty of obstacles. You'll keep busy in 48 stages and 15 bonus rounds in what may possibly become the Bomberman of the 32-bit systems.

Developed by Radical Entertainment
Published by Virgin Interactive
Available Fall '96

60% COMPLETE

Spot Goes to Hollywood

PlayStation Saturn

Following in the video game footsteps of the Pink Panther and Gex, the familiar soda mascot gets himself caught in Hollywood's big screen. In this 23-level adventure with 200 hidden areas, you must get Spot out of the pirate, western, horror, and sci-fi worlds. It's a tough spot to be in when you face dangerous levels that parody films like *Indiana Jones* and *Jurassic Park.* The prelim version had sharp graphics and vibrant music.

Developed and published by Virgin Interactive
Available Summer '96

60% COMPLETE

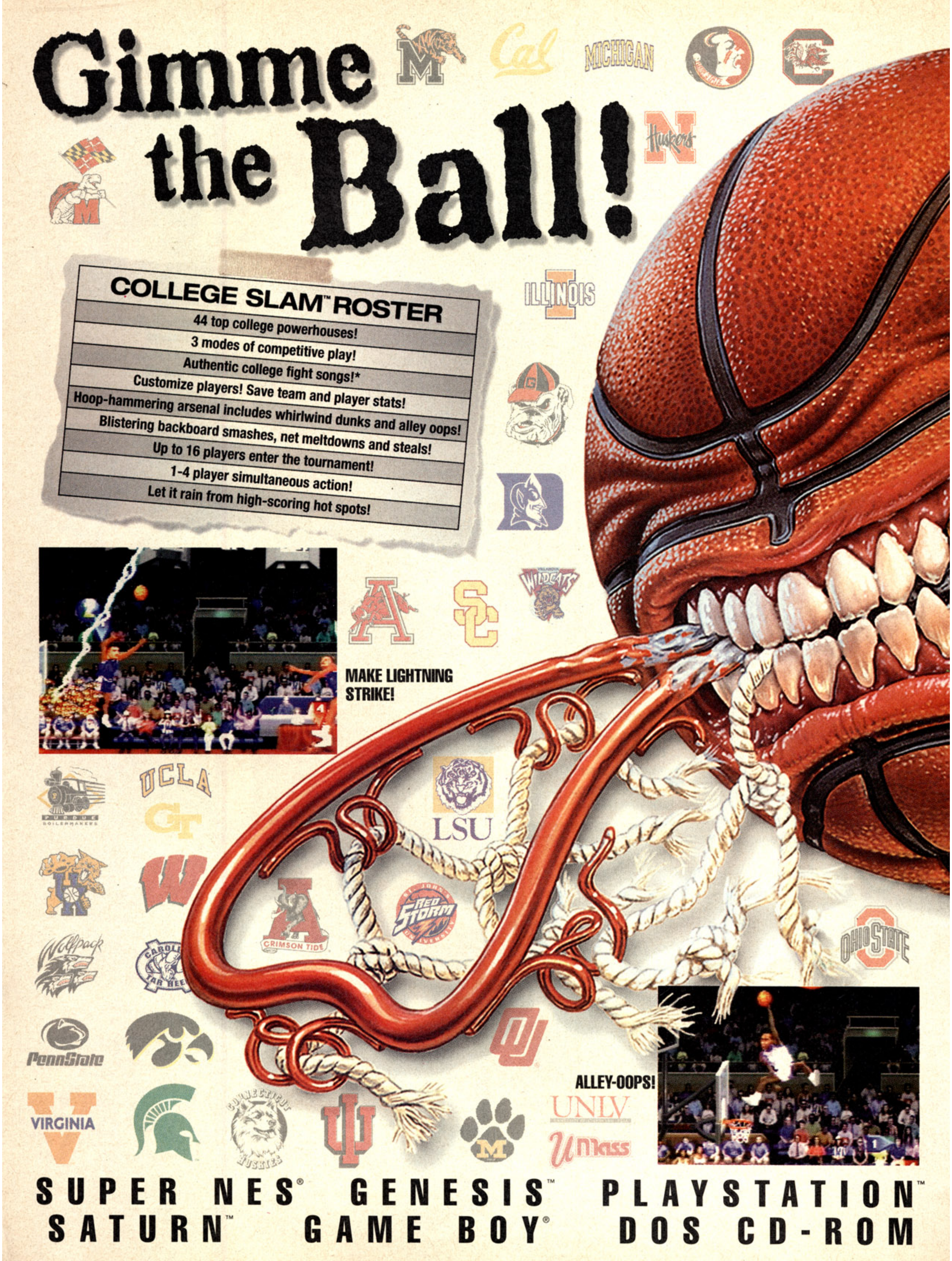
Shokendo

PlayStation

Compete head-to-head in this new brawler. While Shokendo's characters are rendered and the backgrounds rotate, the environment is more like Tekken's than Toshinden's. There are combos but no blood, and you can charge your power bar for a special Shokendo move. Look for eight fighters from around the world, including Paris, the rasta fighter from Jamaica; Jonny, the American bad boy; and the quintessential Chinese brawler, Eric Chan.

Developed by Pre-Stage Inc.
Published by Jaleco
Available June

70% COMPLETE



Gimme the Ball!

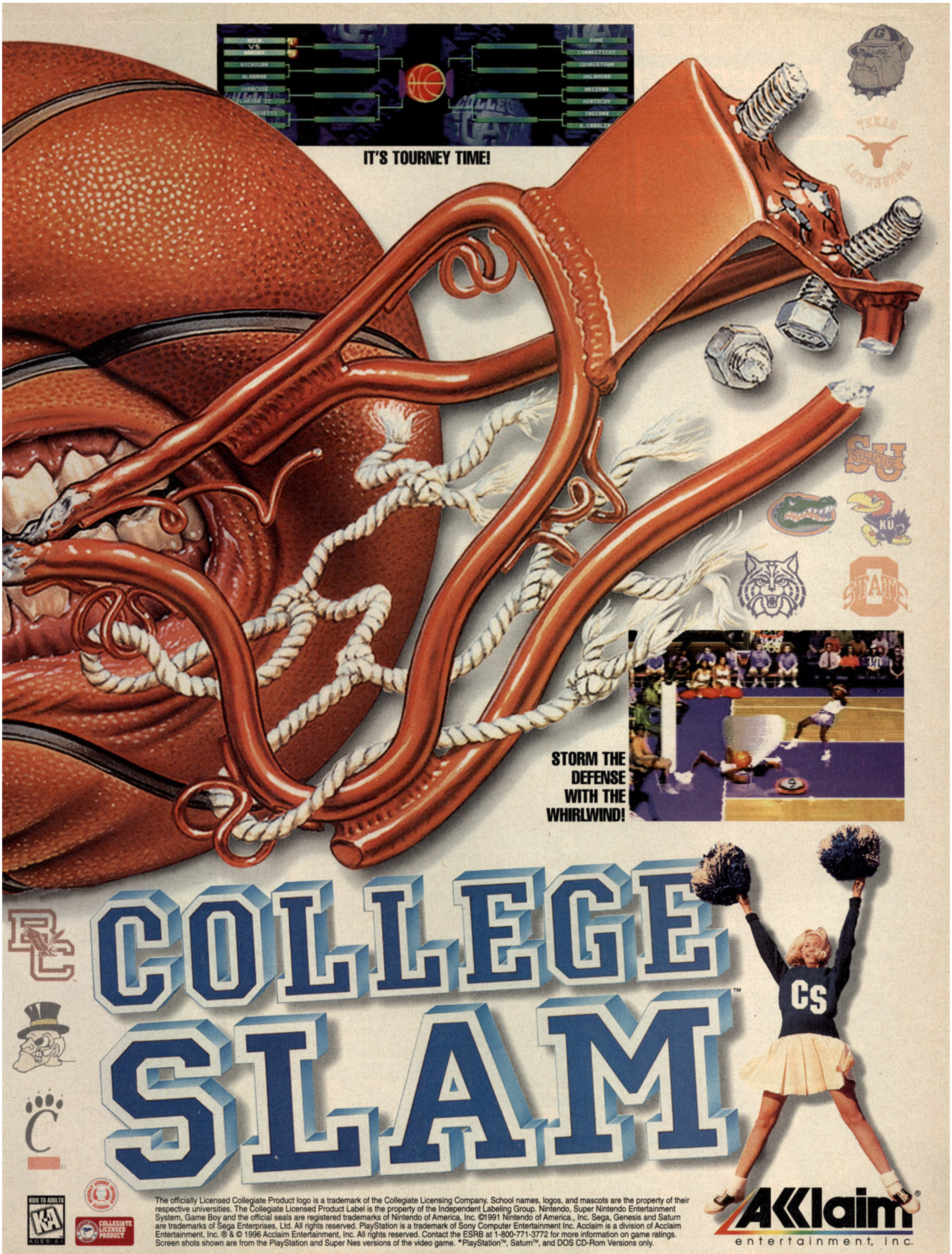
COLLEGE SLAM™ ROSTER

- 44 top college powerhouses!
- 3 modes of competitive play!
- Authentic college fight songs!*
- Customize players! Save team and player stats!
- Hoop-hammering arsenal includes whirlwind dunks and alley oops!
- Blistering backboard smashes, net meltdowns and steals!
- Up to 16 players enter the tournament!
- 1-4 player simultaneous action!
- Let it rain from high-scoring hot spots!

MAKE LIGHTNING STRIKE!

ALLEY-OOPS!

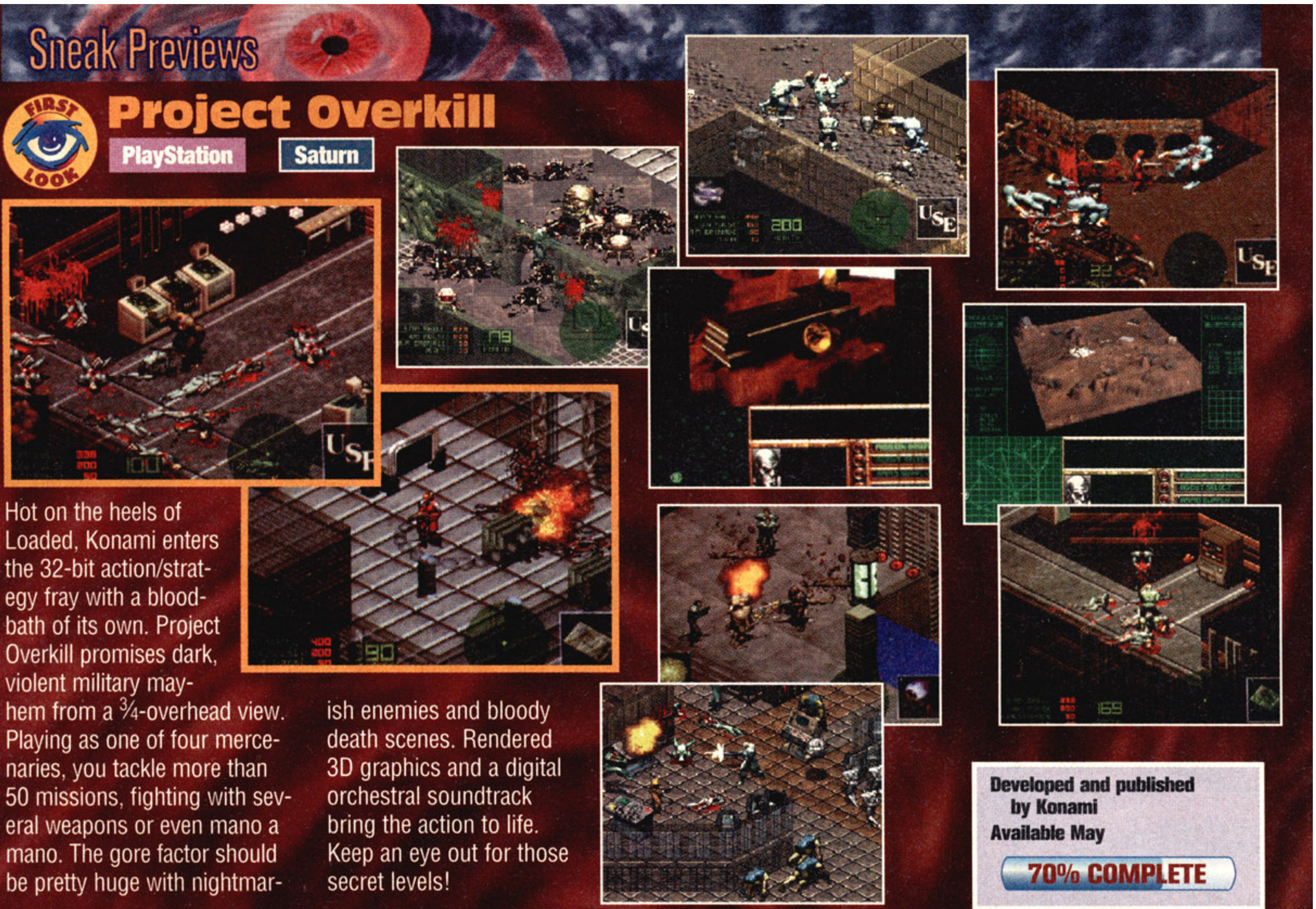
SUPER NES® GENESIS™ PLAYSTATION™
SATURN™ GAME BOY® DOS CD-ROM


IT'S TOURNEY TIME!
STORM THE DEFENSE WITH THE WHIRLWIND!
COLLEGE SLAM™
CS
Acclaim®
entertainment, inc.
KIDS TO ADULTS
K-A
AGES 6+
COLLEGIATE LICENSED PRODUCT

The officially Licensed Collegiate Product logo is a trademark of the Collegiate Licensing Company. School names, logos, and mascots are the property of their respective universities. The Collegiate Licensed Product Label is the property of the Independent Labeling Group. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America, Inc. ©1991 Nintendo of America., Inc. Sega, Genesis and Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation is a trademark of Sony Computer Entertainment Inc. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved. Contact the ESRB at 1-800-771-3772 for more information on game ratings. Screen shots shown are from the PlayStation and Super Nes versions of the video game. *PlayStation™, Saturn™, and DOS CD-Rom Versions only.

Project Overkill

PlayStation Saturn

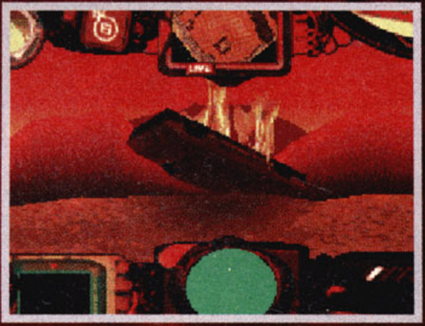


Hot on the heels of Loaded, Konami enters the 32-bit action/strategy fray with a bloodbath of its own. Project Overkill promises dark, violent military mayhem from a ¾-overhead view. Playing as one of four mercenaries, you tackle more than 50 missions, fighting with several weapons or even mano a mano. The gore factor should be pretty huge with nightmarish enemies and bloody death scenes. Rendered 3D graphics and a digital orchestral soundtrack bring the action to life. Keep an eye out for those secret levels!

Developed and published by Konami
Available May
70% COMPLETE

Blam! Machinehead

PlayStation Saturn PC CD

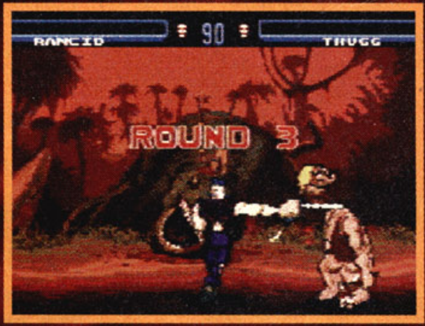


In a frightening future plagued by the Machinehead virus, one heroic scientist (that'd be you) struggles to save the planet from annihilation. Blam's blend of 3D shooting, driving, and strategic gameplay goes down in both cyberspace and the real world. Playing from a first-person perspective, gamers will face wave after wave of freaky, virus-altered mutants on the path to salvation.

Developed by Core Design
Published by U.S. Gold
Available May
40% COMPLETE

Time Killers

Genesis



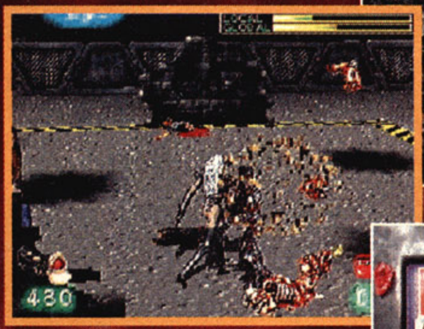
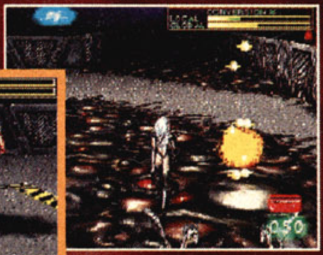
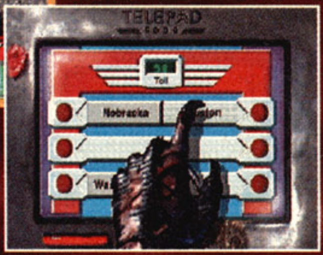
This head-to-head fighting game definitely knows how to kill time – it spent over two years cooling its heels on T•HQ's back burner. But this gory arcade conversion will finally see the light of day on the Genesis this summer with all eight original fighters. Each character battles with a sword, club, or other weapon, and gamers score bonuses for lopping off their opponent's arms, legs, and head. Mmm, tasty!

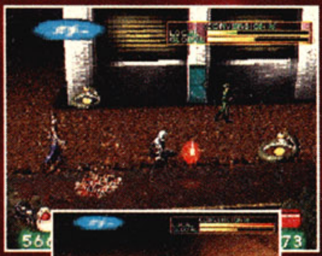
RANCID
67
MATRIX

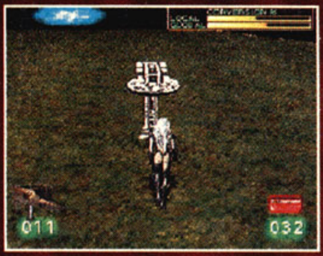
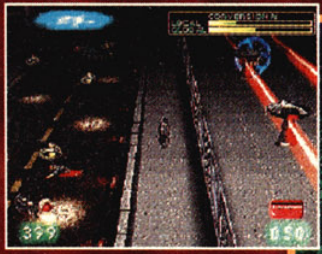
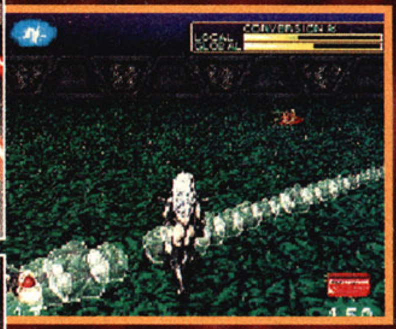
Developed by Black Pearl Software
Published by T•HQ
Available July
100% COMPLETE

Steel Harbinger

PlayStation



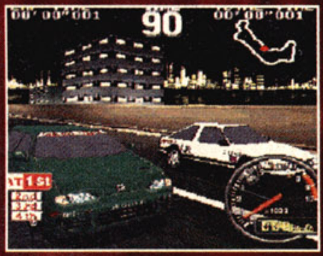
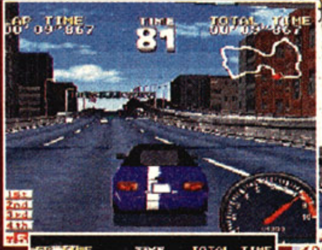
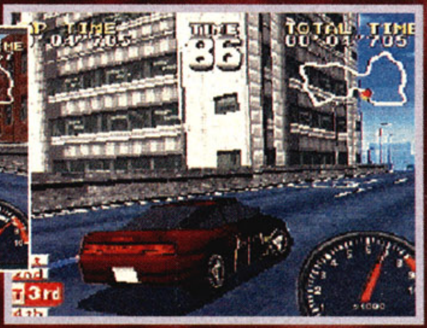
Steel Harbinger's ramping up for a blistering round of Loaded-style action on the PlayStation. The plot: Invading alien pods are converting everything they touch to metallic life forms, and you play as a young woman bent on stopping the invasion. Your converted arm serves as your means of destruction, and you collect a scathing array of weapons to attach to it. Fighting from a perspective that enables you to zoom in and out, you teleport to cities across the country and even the Moon to complete the nonlinear missions. With futuristic 3D graphics and a healthy helping of gore, Harbinger's well on the way to delivering a strategic yet adrenaline-packed splatterfest.

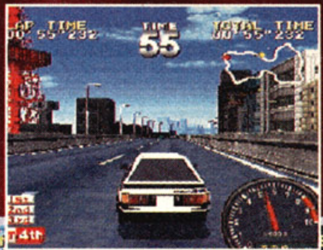
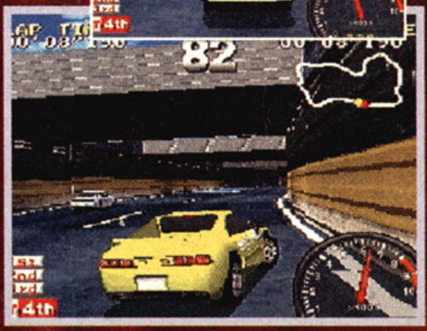
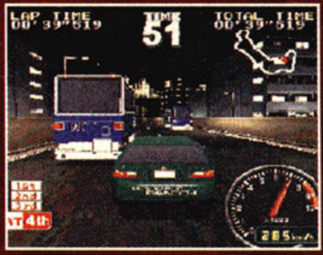
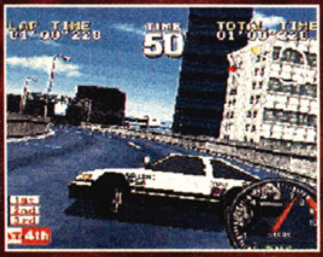
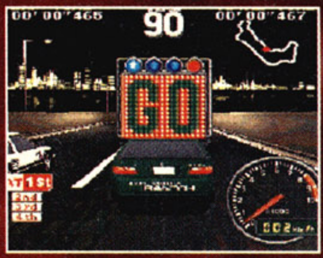
Developed and published by Mindscape
Available July
50% COMPLETE

Tokyo Highway Battle

PlayStation

Ridge Racer's runaway success on the PlayStation guaranteed at least a few copycats, and Tokyo Highway Battle could be the first one to arrive at the starting line. Before racing on courses modeled after actual Tokyo highways, you customize nearly every part on one of 12 cars. The one-player action pits you against three CPU opponents and the police. Even in this early preview, the tight steering helped to master the game's wicked speed, but the A.I. needs to be refined to provide more challenging competition. For half-finished graphics, the 3D tracks and cars sported a snappy look that, when finished, should suit this speedy game.

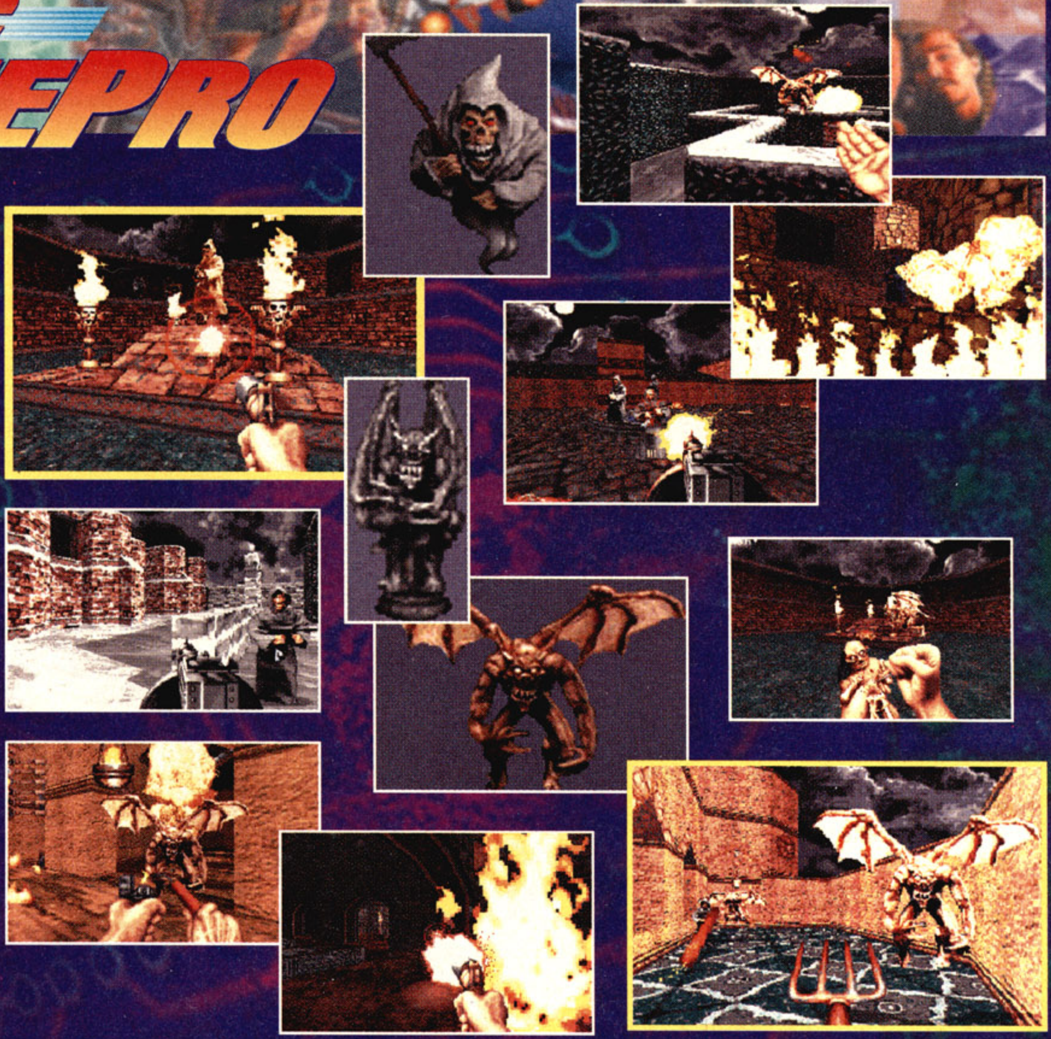






Developed by Bullet Proof Software
Published by Jaleco
Available Second Quarter '96
50% COMPLETE

PC GAMEPRO

Blood

PC CD

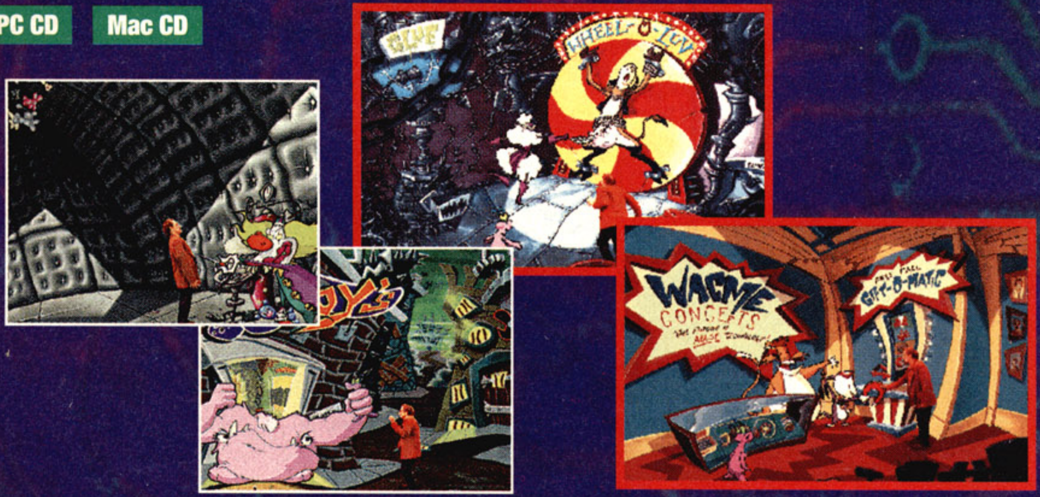


Hot on the heels of Duke Nukem 3D, Blood takes a turn toward the dark side with this horror-themed splatter-fest. In your quest to obliterate the Secret Society, you blast through fortresses, mines, and mansions, reducing zombies, cultists, gargoyles, hellhounds, spiders, and other icky creatures into gooey piles of entrails. From a first-person Doom-style perspective, you fight with a bundle of nasty weapons, including pitchforks, dynamite, flamethrowers, voodoo dolls, tommy guns, and more. Rendered 3D graphics vividly portray every last gallon of blood as you and up to seven buddies hack it out over a network.

By Apogee Software
Available Summer '96

Toonstruck

PC CD **Mac CD**



Toonstruck, Virgin's beautifully drawn new PC game, plunges you into a wacky, colorful cartoon world in the style of the movie *Cool World.* Christopher Lloyd of *Back to the Future* fame stars as animator Drew Blanc, who's sucked into the universe of his own comics. With the help of his bud Flux Wildly, Drew must wade through zany puzzles and booby traps to defeat Count Nefarious. The puzzle-oriented gameplay fills three CDs with brain busters and slapstick laughs as you interact with more than 40 characters on the way home.

Gorgeous hand-drawn graphics are blended with live-action video to create the feel of humans in a cartoon world, and a star-studded lineup of voice actors – Dan Castallanetta, Dom DeLuise, and Tim Curry – backs up the action with high-quality voice-overs. Not one to miss!

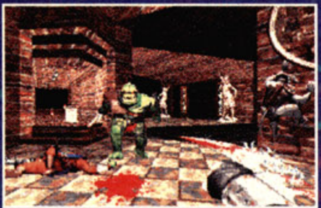
By Virgin Interactive Entertainment
Available June

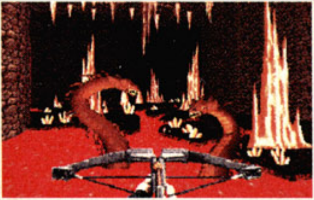
Shadow Warrior

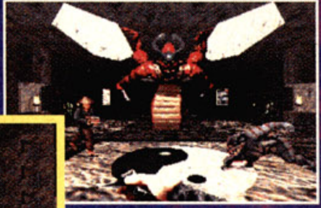
PC CD

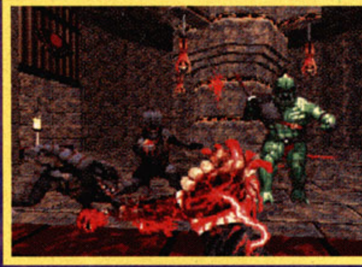
Next on Apogee's list of 3D shoot-em-ups, Shadow Warrior drops you into the body of a master ninja for some grisly first-person-perspective bloodshed. To put an end to an uprising of lunatic demon worshippers, you're armed with a sword, crossbow, Uzi, and throwing stars. You can also learn several potent magical spells to take down your foes, who, like you, can crawl, climb, duck, and swim.

By Apogee Software
Available Summer '96



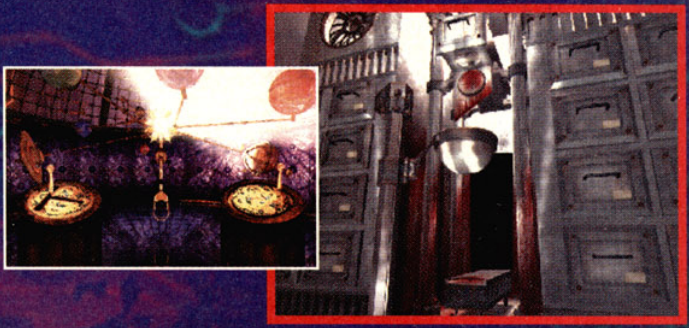






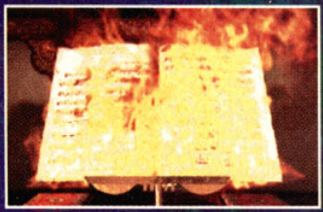
Zork Nemesis

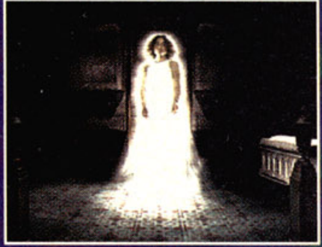
PC CD



The famous Zork saga continues in this modern installment that features lush 360-degree rendered 3D graphics and live-action video. Ranging through five worlds, you undertake the task of freeing the souls of the Great Alchemists, whom the Nemesis imprisoned in an unending hell. But that liberation will come only if you unlock the age-old secrets of alchemy by tackling more than 35 puzzles.

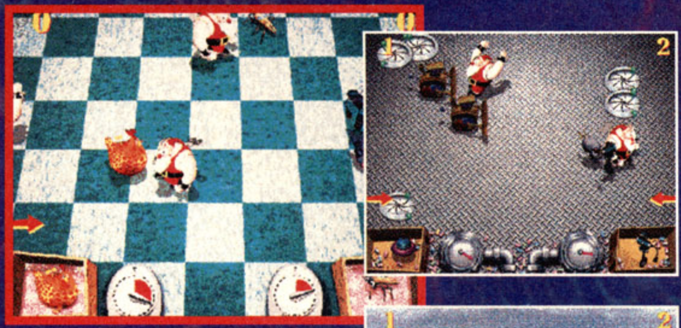
By Activision
Available Now





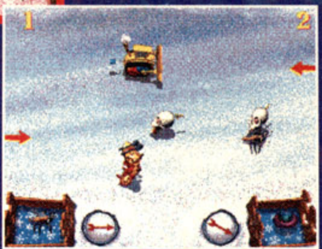
Gearheads

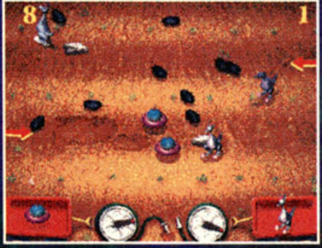
PC CD **Mac CD**



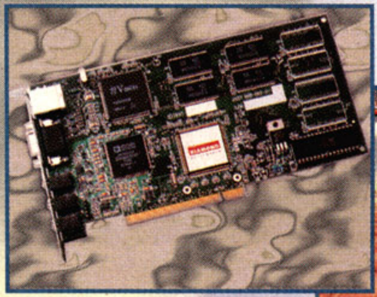
This quirky strategy game supplies simple but frenzied two-player head-to-head action. Equipped with a chest of outrageous toys, each gamer winds up their toy of choice and sends it across the screen; the first to successfully slide 21 past their opponent wins. The wacky toys – relentless bulldozers, kickboxing kangaroos, strong-arm Santas, and nine others – demand a speedy, well-planned approach to the addictive action.

By Philips Media
Available Now





Saturn Goes PC



The Diamond Edge 3D card

Panzer Dragoon will soon swoop onto PCs.

A new line of multimedia graphics accelerators will enable PC gamers to play special versions of Saturn games on Windows 95 PCs. The Diamond Edge 3D cards support full-motion video, photorealistic 3D graphics, zippy 2D graphics, and high-quality audio in a price range of $299 to $649.

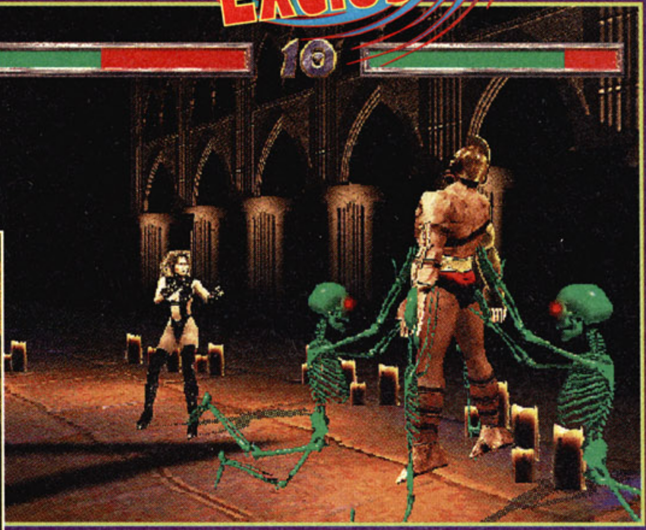
Extra features include a digital joystick port and two connections for Saturn controllers. Bundled with the card will be Virtua Fighter Remix, Descent, Absolute Zero, and NASCAR Racing; versions of Panzer Dragoon and Descent 2 are expected later this year. Check your local computer store for more info.

GamePro Exclusive

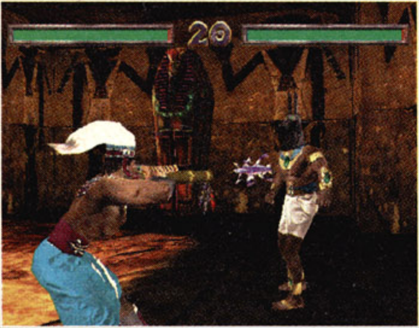
War Gods

By Bruised Lee

Midway prepares for war and breaks free from the old 2D standard of fighting games. You're about to enter a 3D fighting realm so real you will thank the Gods for it.



Maximu's challenger uses skeletons to raise him off the ground, setting him up for merciless attacks.



Active 3D camera angles follow the intense fighting action as Tumok launches his projectile at his opponent.

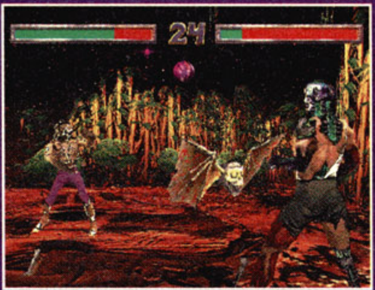
The Gods Are Here

War Gods is a one-on-one fighting game set in a full 3D environment. The game has ten selectable fighters and two bosses. Each God has their own personal fighting style, along with their own set of special and finishing moves. Little is known about the story line, however, because the game is still in development.

Midway's new hardware technology, Reality Map Surfacing (Midway's unofficial name for it), produces incredibly realistic graphics. A combination of digitized and texture-mapped polygons make up the fighters. All the characters' movements and special attacks have been rendered three-dimensionally, and the character graphics are perfectly supported by the elaborate backgrounds that make up each fighter's homeland.

The 3D environment gives the gameplay an authentic style of its own. Fighters and projectiles can literally move anywhere on the screen, making War Gods one of the most realistic games created. Smooth scaling and multiple camera angles point out every detail as you move though the battlegrounds.

With two punch and kick buttons, a block button, and a 3D button, War Gods' controls resemble Mortal Kombat's. The 3D button can be used to launch special moves and dodge the battle action, including projectiles.

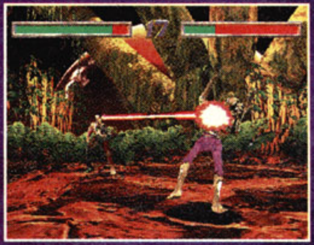


Even the projectiles are perfectly detailed. This skull bat homes in on its prey.

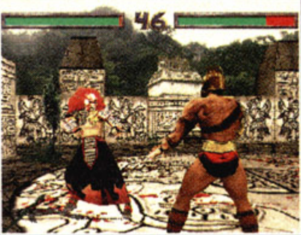
Each fighter also benefits strategically from a teleport move. When used, it places your character close to your opponent, which prevents the action from slowing down since it's possible for fighters to be on separate playing fields.

Power of the Gods

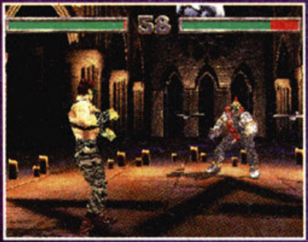
War Gods has the potential to become the next standard in 3D fighting games. The looks alone are enough to draw in any fighting fan, but only time and the Gods will tell if players can easily adapt to a true 3D fighting environment.



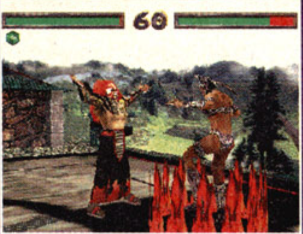
Long-range attacks are the best way to keep your opponent at bay.



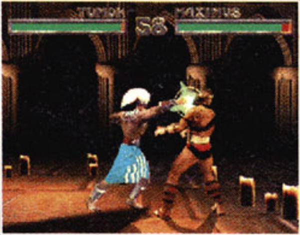
Each background has set boundaries, which eliminates ring-out victories.



Some fighters can launch multiple projectiles at once.



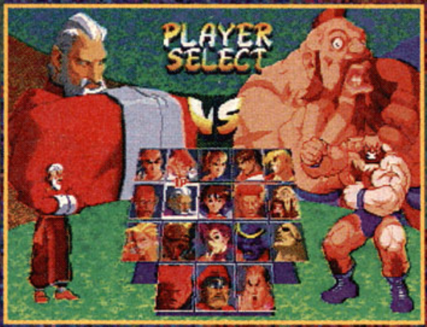
3D magic plays a strong part in War Gods' fighting style.



Tumok moves in close to start his devastating combo.

STREET FIGHTER ALPHA 2

By Bruised Lee



Street Fighter Alpha 2 offers 18 selectable players (not including hidden characters), the largest number of fighters ever in a Capcom game.

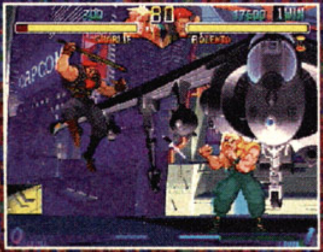
Continuing to build on the best, Capcom pushes the envelope again in the Street Fighter series. With a custom combo system and new fighters, moves, and backgrounds, Street Fighter Alpha 2 delivers a new but familiar level of fun.

Revision Of a Revision

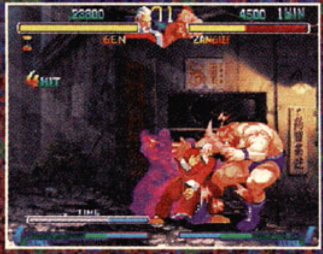
Street Fighter Alpha 2's characters blend more of the old with the new. Returning from the original SF is Gen (Chun Li's master), who has two sets of fighting styles you can switch between any time during a fight. Back from SF 2 are Dhalsim and Zangief. Both are completely re-animated with some new moves and awesome super moves. Rolento (a boss character from Final Fight) has military moves but plays much like Vega.

Completely new to the SF series, Sakura is said to be Ryu's biggest fan, but looks more like his twin sister. Sakura has all of Ryu's moves, as well as matching head and wrist bands.

The graphical improvements mainly involve the backgrounds. Each one has been completely redone; they've never looked better. The detail of sharp, vibrant colors reaches a new level of beauty.



As an air attack, Rolento's Knife Throw can help keep enemies from jumping in.



If not blocked or countered, custom combos inflict major damage.

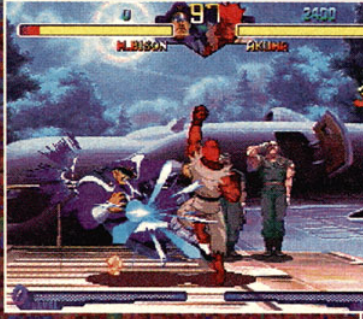
New Tactics

The big change to the gameplay is the combo system. Linking moves disappeared just as suddenly as they were implemented in Alpha. The main combo system now plays like SSF 2 Turbo, where players can jump in with a move and then go into a two-in-one combo.

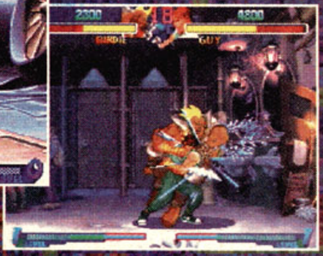
Now players are treated to custom combos that perform similarly to the super moves. By simultaneously pressing three buttons when your super bar is full, you get a limited shadow combo. In the shadow's small timeframe, players can hit any button or special-move combinations to score high-hitting combos. The faster you hit the buttons, the more hits you can score.

More of the Best

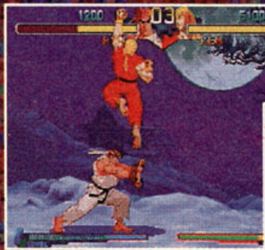
Alpha 2 offers the best of both worlds with two combo systems and a fresh mix of old and new characters. Now if Capcom would please put a "3" at the end of the title, we'd be ready to go.



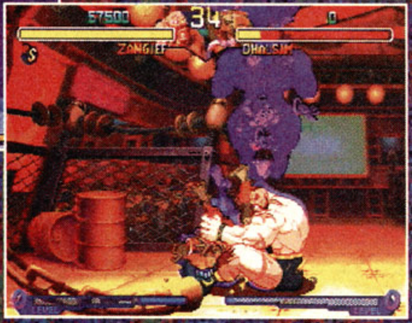
Alpha's old bosses (M. Bison, Akuma, and Dan) have been added to Alpha 2's lineup.



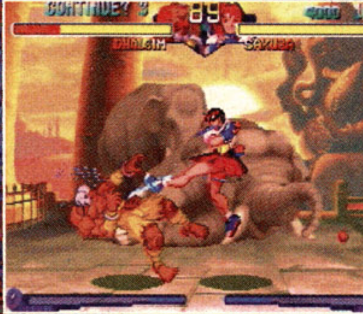
Guy's new Lunge Elbow is a great way to catch an enemy off-guard.



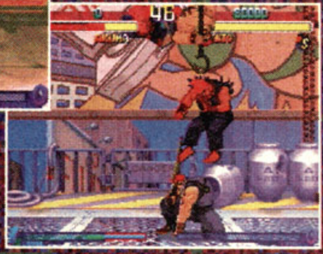
Fake moves, like Ryu's fake fireball, have a super-quick recovery time so you can counterattack your opponent.



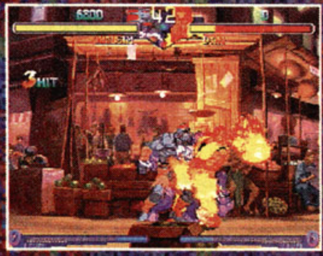
Zangief's new Super Pile Driver gives Dhalsim the ride of his life.



Dhalsim gets a taste of Sakura's Hurricane Kick.



One of Rolento's super moves grabs his opponent and hangs them high.



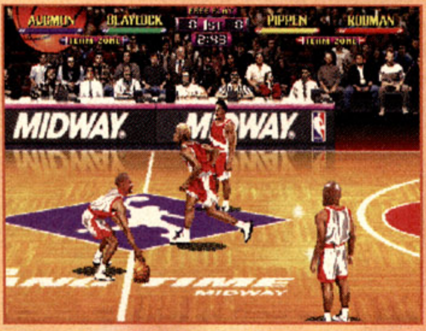
To do the most damage, perform Dhalsim's Super Flame Attack at close range.

GamePro Exclusive

NBA Hang Time

By Bruised Lee

The long-awaited addition to Midway's ever-popular NBA Jam series is back, and the hoops are better than ever!


AUGMON
BLAYLOCK
PIPPEN
RODMAN
MIDWAY

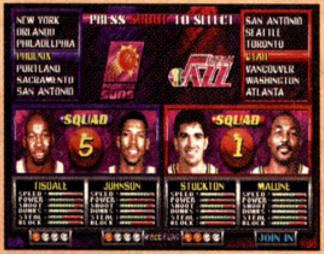
The court and players look better than ever.

Third Time's A Charm

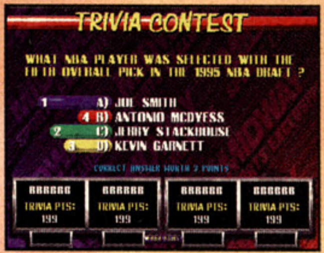
Hang Time is the third installment in Midway's NBA Jam series. Unlike the original Jam and Tournament Edition, Hang Time enables gamers to choose from a five-man lineup for a four-player two-on-two jam fest.

A new create-a-player mode (a feature you normally find only in console games) gives you the option of customizing and saving your own personal player. First, you choose your player's characteristics, selecting their looks, jersey, height, and weight. In addition, you also have a set number of attributes for their speed, shooting, and dunking skill. If you play well, you can earn more points to strengthen your player.

Even the code system has been upgraded. As in Mortal Kombat 3, gamers can enter six-digit codes that release hidden players, power-ups, and even an outdoor blacktop court located on top of a skyscraper.


NEW YORK
ORLANDO
PHILADELPHIA
PHOENIX
PORTLAND
SACRAMENTO
SAN ANTONIO
PRESS SHOOT TO SELECT
SAN ANTONIO
SEATTLE
TORONTO
UTAH
VANCOUVER
WASHINGTON
ATLANTA
SQUAD 5
SQUAD 1
TISDALE
JOHNSON
STOCKTON
MALONE
JOIN IN

You can now choose from five players on each NBA team.


TRIVIA CONTEST
TRIVIA PTS: 199
TRIVIA PTS: 199
TRIVIA PTS: 199
TRIVIA PTS: 199

WHAT NBA PLAYER WAS SELECTED WITH THE FIFTH OVERALL PICK IN THE 1995 NBA DRAFT ?

1 A) JOE SMITH
4 B) ANTONIO MCDYESS
2 C) JERRY STACKHOUSE
3 D) KEVIN GARNETT

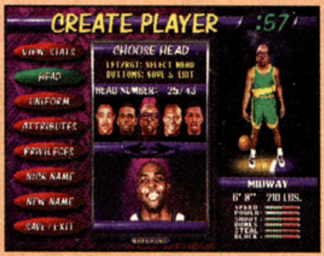
CORRECT ANSWER WORTH 2 POINTS

Even a basketball trivia contest has been included!

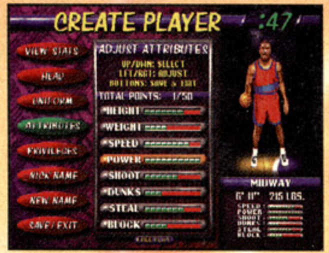
Hoops Heaven

Hang Time's graphics have improved significantly over the two previous installments. Each player is sharply detailed and moves realistically. Several more key frames of animation have been dropped in with smoother scaling effects. Lots of new dunks have also been incorporated, including a double-dunk option where two players go up to dunk and one player passes to the other in midair to finish off the show.

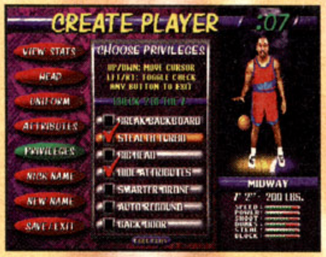
Midway's DCS sound system showcases new effects and a play-by-play announcer. Rap artist M. Doc. delivers a high-energy original rap recorded especially for the game – it's perfectly suited to the game's fast-paced action. The controller's standard buttons – turbo, pass, and shoot – remain as accurate as before.


CREATE PLAYER :57
VIEW STATS
HEAD
UNIFORM
ATTRIBUTES
PRIVILEGES
NICK NAME
NEW NAME
SAVE / EXIT
CHOOSE HEAD
LFT/RGT: SELECT HEAD
BUTTONS: SAVE & EXIT
HEAD NUMBER: 25/43
MIDWAY
6' 8" 210 LBS.

In the create-a-player mode, you can choose from various faces and nicknames to personalize your player.


CREATE PLAYER :47
VIEW STATS
HEAD
UNIFORM
ATTRIBUTES
PRIVILEGES
NICK NAME
NEW NAME
SAVE / EXIT
ADJUST ATTRIBUTES
UP/DOWN: SELECT
LFT/RGT: ADJUST
BUTTONS: SAVE & EXIT
TOTAL POINTS: 1/50
HEIGHT
WEIGHT
SPEED
POWER
SHOOT
DUNKS
STEAL
BLOCK
MIDWAY
6' 11" 215 LBS.

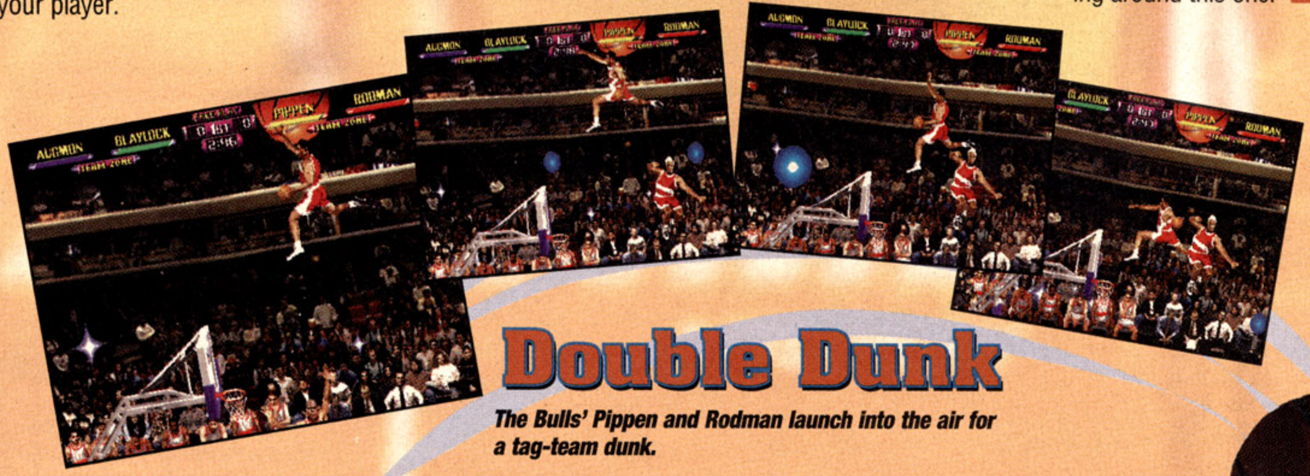
Build your player's raw power at the attributes screen.


CREATE PLAYER :07
VIEW STATS
HEAD
UNIFORM
ATTRIBUTES
PRIVILEGES
NICK NAME
NEW NAME
SAVE / EXIT
CHOOSE PRIVILEGES
UP/DOWN: MOVE CURSOR
LFT/RT: TOGGLE CHECK
ANY BUTTON TO EXIT
BREAK BACKBOARD
STEALTH TURBO
BIG HEAD
HIDE ATTRIBUTES
SMARTER DRONE
AUTO REBOUND
BACK DOOR
MIDWAY
7' 2" 200 LBS.

In the privileges mode, you can activate options such as big heads and breaking the backboard.

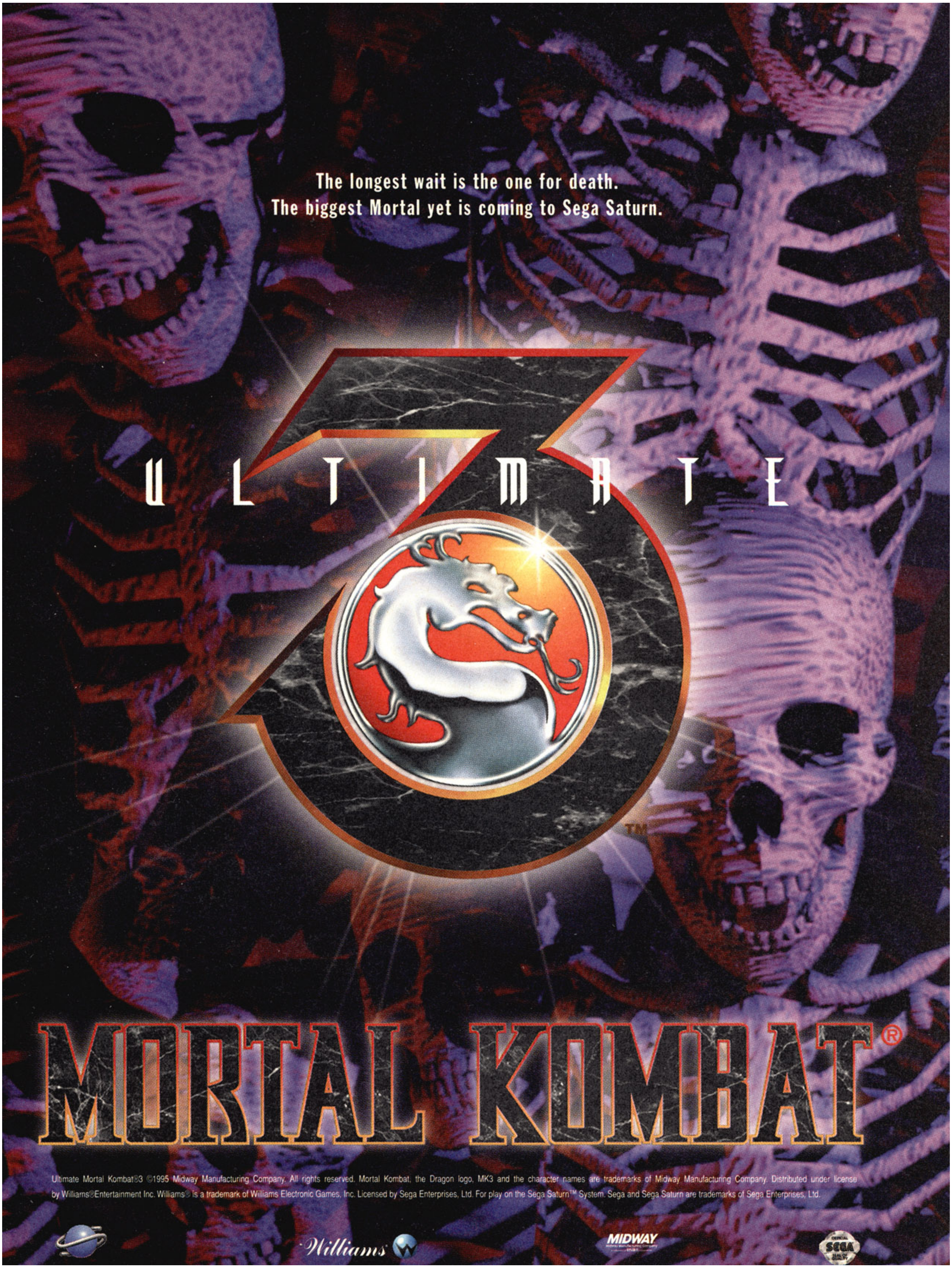
Put Up or Shut Up

Fans of the past games are sure to enjoy the heated action of Hang Time. The graphical and sound improvements, along with the new create-a-player mode, are enough to make you want to spend your time hanging around this one. G


AUGMON
BLAYLOCK
PIPPEN
RODMAN

Double Dunk

The Bulls' Pippen and Rodman launch into the air for a tag-team dunk.

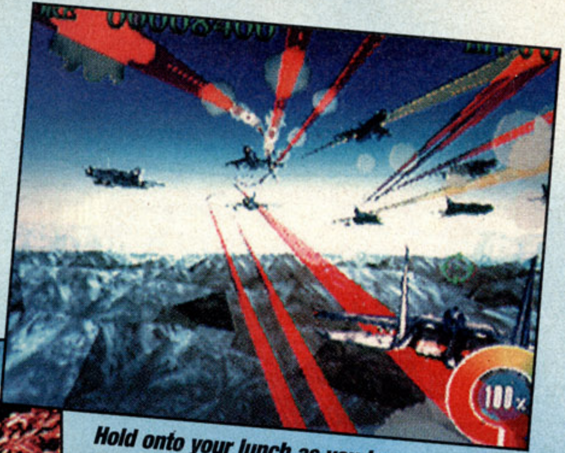


The longest wait is the one for death.
The biggest Mortal yet is coming to Sega Saturn.
ULTIMATE
3™
MORTAL KOMBAT®
Williams
MIDWAY
SEGA

Ultimate Mortal Kombat®3 ©1995 Midway Manufacturing Company. All rights reserved. Mortal Kombat, the Dragon logo, MK3 and the character names are trademarks of Midway Manufacturing Company. Distributed under license by Williams® Entertainment Inc. Williams® is a trademark of Williams Electronic Games, Inc. Licensed by Sega Enterprises, Ltd. For play on the Sega Saturn™ System. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd.

SKY TARGET

By Nob Ogasawara



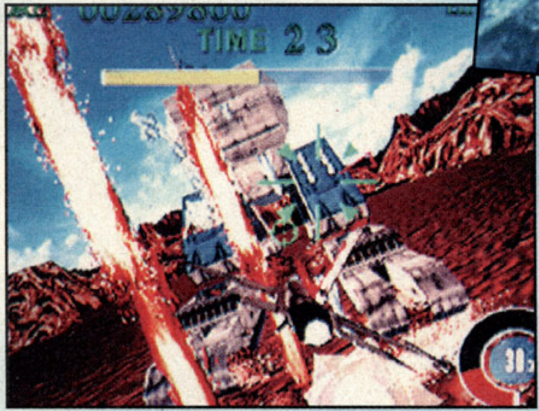
Hold onto your lunch as you turn and burn in this intense dogfight.

A direct descendant of Afterburner and G-Loc, Sky Target will blow you away with incredible graphics and sounds, courtesy of the Model 2, Sega's top-of-the-line arcade board.

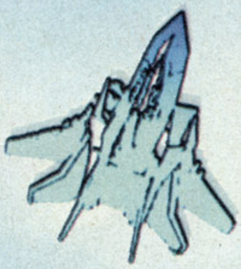
Stay on Target

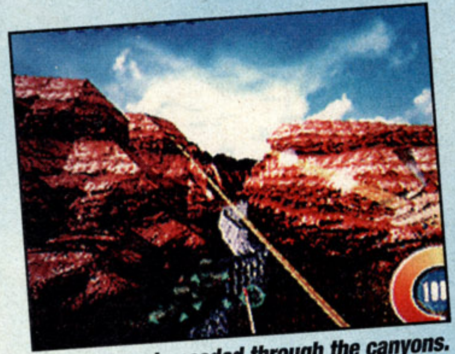
Unlike Sega's Wing War or Namco's Air Combat, this game isn't a dogfight simulator that gives players the freedom to buzz around – you fly as if you're on rails. Surprisingly, Sky Target differs from other flying games in another important way: It doesn't have a throttle, which would enable players to kick in the afterburners or apply air brakes to dodge unfriendly fire. This means you must plaster anything hostile the instant it appears or face an unholy barrage of flak, SAMs, AAMs, and kamikaze charges. Fortunately, you have an unlimited supply of Vulcan rounds and lock-on missiles, which wasn't the case with Afterburner.

You get your choice of four planes: the F-14D Tomcat, F-15 S/MTD Eagle, F-16C Fighting Falcon, and the French Rafale M. Your opponents include more than 30 jet fighters from around the world, about 10 mid-bosses, and huge stage bosses, including a B-2 lookalike and a land battleship that walks.



When attacking the land vehicle, stay clear of the firebombs it shoots.



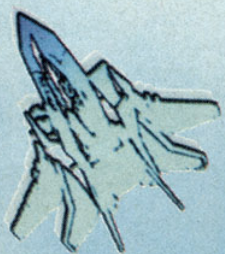


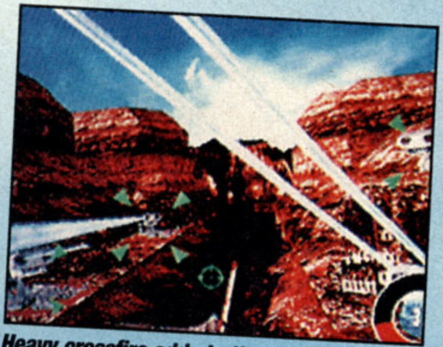
Fancy flying is needed through the canyons.

Fly the Friendly Skies

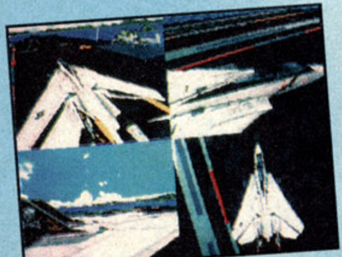
Technique? Don't need it! Quick reflexes will serve you well in this over-the-top 3D shooter. In a way, it's reassuring to see topnotch arcade systems being used to bring dated game designs into the 1990s. G

By Sega of Japan
Available now in Japan

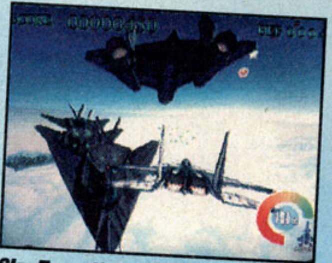




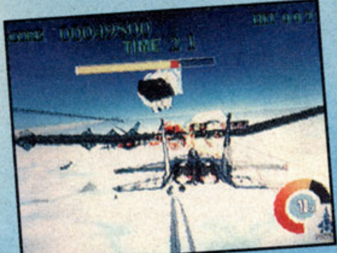
Heavy crossfire adds to the difficulty in the canyons.



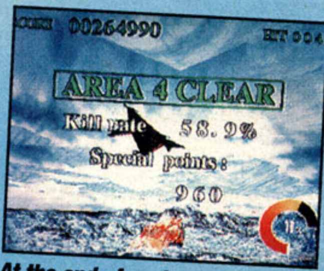
Flashy camera views show highlights of your plane as it's about to taxi.



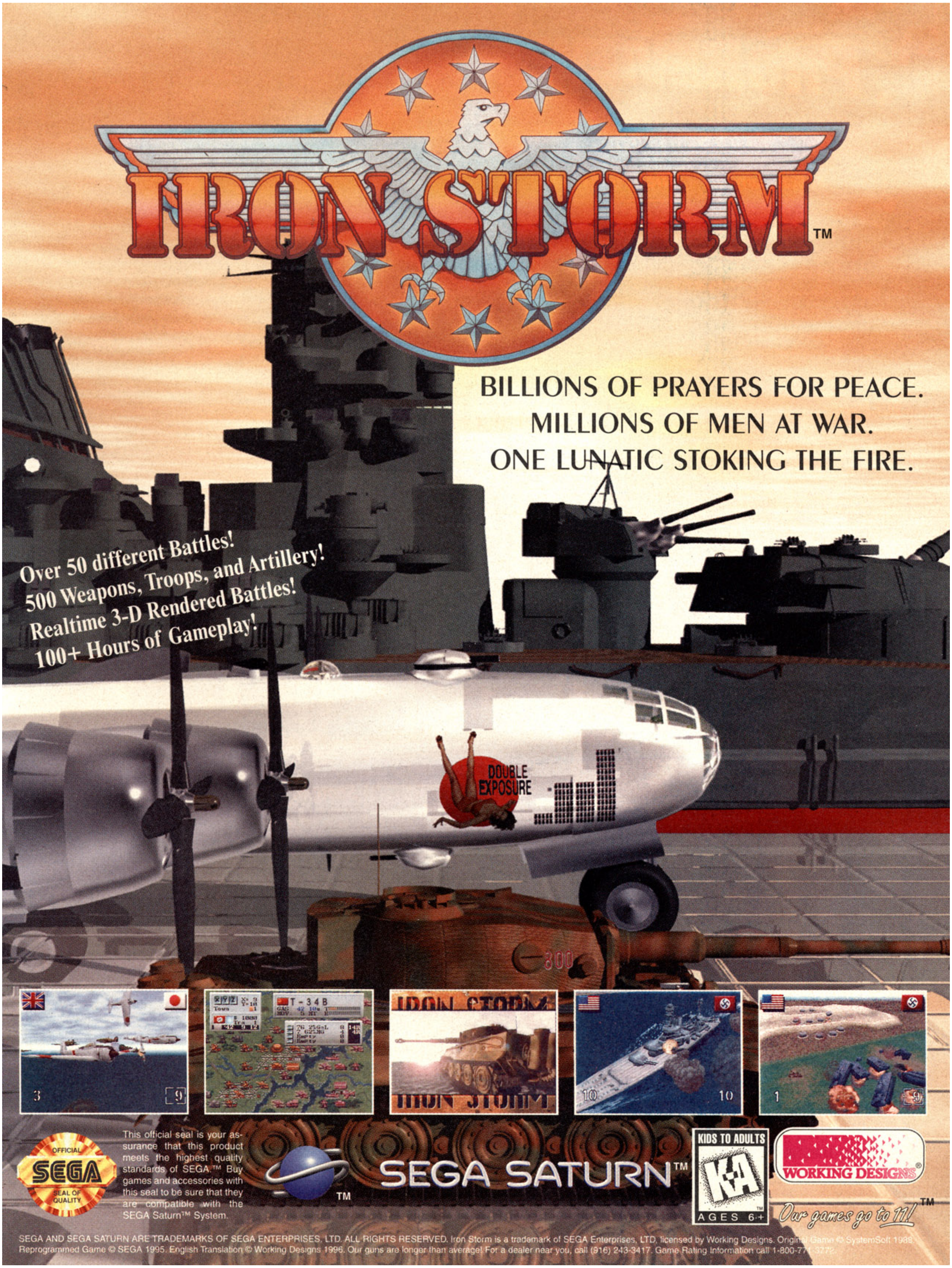
Sky Target's dogfights pit you against some of the most advanced planes to date.



PROTIP: Concentrate all your firepower on the larger aircraft first, then go after the smaller planes.



At the end of each mission you get a Kill Rate that shows the percentage of downed enemies.



IRON STORM™

BILLIONS OF PRAYERS FOR PEACE.
MILLIONS OF MEN AT WAR.
ONE LUNATIC STOKING THE FIRE.

Over 50 different Battles!
500 Weapons, Troops, and Artillery!
Realtime 3-D Rendered Battles!
100+ Hours of Gameplay!

DOUBLE EXPOSURE
800
T-34B
IRON STORM
IRON STORM
3
9
10
10
1
9
OFFICIAL
SEGA
SEAL OF QUALITY
KIDS TO ADULTS
K-A
AGES 6+
WORKING DESIGNS®

This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn™ System.

SEGA SATURN™

Our games go to 11!™

SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. Iron Storm is a trademark of SEGA Enterprises, LTD, licensed by Working Designs. Original Game © SystemSoft 1988. Reprogrammed Game © SEGA 1995. English Translation © Working Designs 1996. Our guns are longer than average! For a dealer near you, call (916) 243-3417. Game Rating Information call 1-800-771-3772.

PlayStation

By Scary Larry

ALIEN
TRILOGY

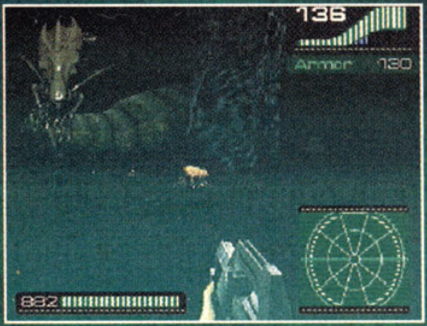
ALIEN TRILOGY

Been through Doom, and now you want something fresh? Well, Alien Trilogy happens to be the best licensed-character corridor shooter for home systems. This does for next-gen systems what Dark Forces did for PC gamers.

R.I.P-ley

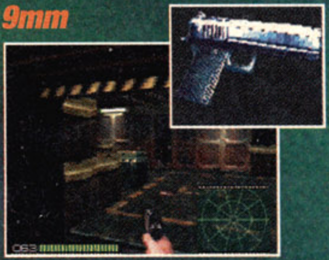
Ripley is sent down to help the Colonial Marines on a bug hunt. They must rid the planet of alien life forms, find infected marines and destroy them, and collect samples of the aliens. These are only some of the 36-plus missions, which are all filled with tons of power-ups, hidden items, and bloodthirsty enemies.

The Queen



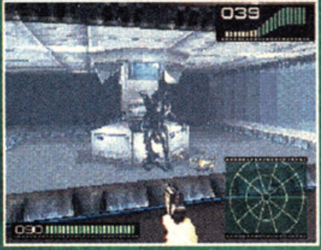
PROTIP: Go into the queen's lair fully stocked, and look for more power-ups around the perimeter.

9mm



PROTIP: The 9mm is your standard weapon. It's good for face huggers, but not much else. Since finding a 9mm clip gives you plenty of bullets, also use it to blast open lockers and crates. It won't detonate barrels.

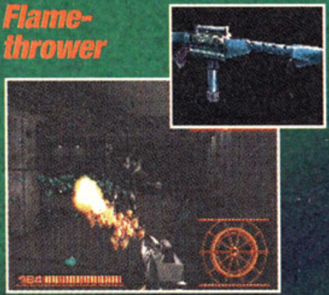
Although you start the game with a measly 9mm automatic pistol, you upgrade to the shotgun (no respectable Doom clone would be without one), flamethrower, pulse rifle (a Colonial Marine specialty, complete with grenade launcher), and smart gun.



PROTIP: In the Hospital Bay, turn on the lights first, then survey the room. The aliens are behind glass, so switch to the shotgun, blast the glass, then confront the aliens.

Other Doom-like specialties include the ability to run, strafe your weapon, and open doors by activating panels.

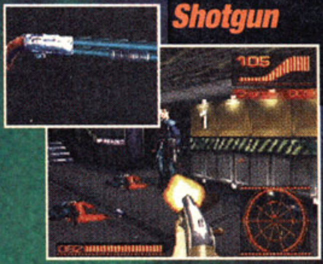
Flame-thrower



PROTIP: The flamethrower fuel runs out quickly. Use controlled bursts on the smaller enemies, and longer burns on the larger ones. It won't blast through glass or detonate barrels.

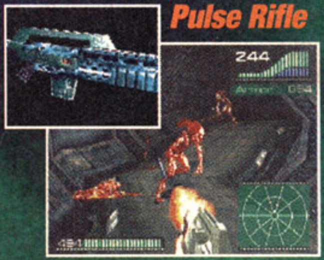
The control is hassle-free. You switch weapons with one button, fire grenades and seismic charges with another. Unfortunately, there's no option to customize your controller as in the PlayStation version of Doom, but once you get the buttons down, it's no problem. Other minor control problems include targeting and missing your enemies on a raised platform.

Shotgun



PROTIP: Use the shotgun against face huggers, alien warriors, and dog aliens. It's slow against the infected humans, and the shells you find give you only four bullets.

Pulse Rifle



PROTIP: Great against human enemies, the pulse rifle is also essential against the queen. Use it to detonate barrels and blast eggs. Another nice feature is the grenade launcher, which lets you blow up enemies and find hidden rooms.

PlayStation Game ProFile

Alien Trilogy

(By Acclaim)

TEEN T AGES 13+

Alien **fans will never, ever see better representations of these deadly xenomorphs in video game form. Alien Trilogy is a bad-ass Doom clone with an easy-to-use interface and exciting gameplay.**

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.5	5.0	INT. Intermediate

Price not available	1 player
CD	First-person view
Available now	36+ levels
Corridor chooter	Multiscrolling

In Your Face Hugger

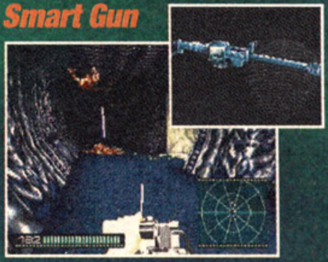
The graphics, unfortunately, don't shine as much as the premise. Smooth, fast scrolling is offset by horribly pixelated close-up graphics. While the backgrounds are realistic and true to the movie, they are basically dark and gloomy throughout, with no outdoor scenes (maybe the prison yard from Alien 3?) featuring colorful, hellish skies as in Doom. And although there are a variety of aliens to battle, including the dog aliens, chestbursters, and the queen, they would have looked better had they been rendered.

Speaking of rendering, the beginning cinematics, re-created scene by scene from the second movie, *Aliens*, are probably the coolest intro of any PlayStation game to date.

The music and sound effects pick up the pace a bit. Sounds such as the pulse rifle firing and aliens screaming in agony as they die are sampled straight from the films. The music is moody and fits in nicely, but it gives out in spots, only to swell surprisingly when least expected.

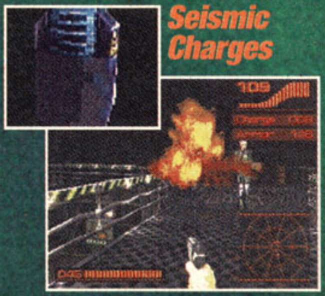
But these elements say nothing of the fun of cruising the halls, wiping out aliens, and torching and detonating the area. This game is exciting, despite some shortcomings in graphics and controls.

Smart Gun



PROTIP: The smart gun is the only weapon that can shoot at the roofs of the various levels. Use it to blast aliens crawling upside-down on the ceiling.

Seismic Charges



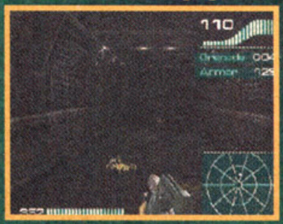
PROTIP: These are used mainly to blow up suspicious-looking walls that may be entrances to secret areas. In a squeeze, they can also be used to kill enemies, but their trajectory is weird.

Doom and Doomer

Two distinct groups of people will love this game – fans of the movie, and fans of corridor shooters like PO'ed and Doom. And although Doom purists will find something to knock, this game is incredibly fun. A must-have for the discerning PlayStation owner, this is the next step for people done with Doom. G

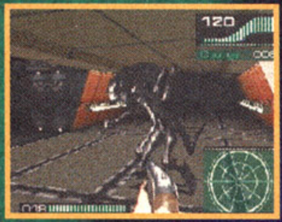
BEASTS THAT BURDEN

Face Hugger



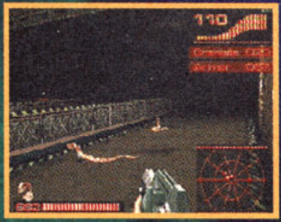
PROTIP: In the early levels, face huggers should always be killed with the 9mm. In later levels, if shells permit, a single shotgun blast will suffice.

Alien Warrior



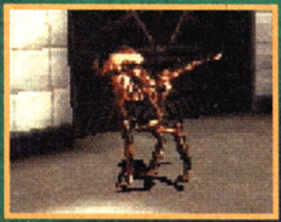
PROTIP: Four shotgun blasts, or a blast of the flamethrower, will do in the large alien warriors. Be careful, because they are quick and will move from side to side to avoid gunfire.

Chestburster



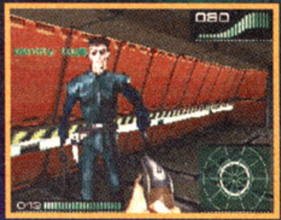
PROTIP: These slick, slippery aliens are tough to kill, but dangerous when loose. Two shotgun blasts or a short burst with the flamethrower will do.

Dog Alien



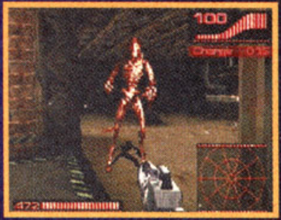
PROTIP: The dog aliens are fairly easy to beat. Just a shotgun blast or two will do the job.

Infected Humans



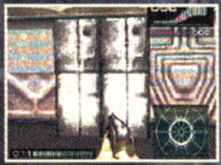
These machine-gun-toting humans are nasty and vicious. The minute you hear their gunfire, turn and fire. Use the shotgun or pulse rifle only on these guys. The 9mm barely makes a dent.

Aggressive Aliens

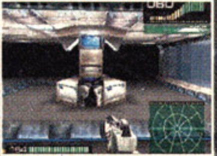


PROTIP: These suckers are vicious! Unleash an extended burst with the flamethrower, or if you're stocked, toss a grenade into them.

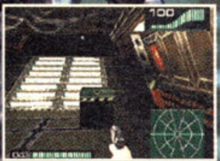
HIDDEN STUFF



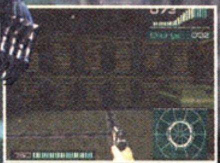
PROTIP: Lockers (especially discolored ones) are chock-full of prizes...and enemies.



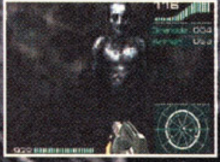
PROTIP: Control panels are sources that hide power-ups.



PROTIP: Crates usually hold power-ups.



PROTIP: Any conspicuous or oddly placed blank wall is a good place to throw a seismic charge.



PROTIP: Aliens are also hidden in the bodies of cocooned humans.

THE NEED FOR SPEED

By Air Hendrix

Need for Speed guns it onto the PlayStation with a sharp conversion of the top 3DO racing game. While it lacks Ridge Racer's slick techno edge, it more than compensates with a sweet selection of exotic cars and white-knuckle sim-style driving.

Burnin' Rubber

Need peels out with the same eight exotic cars (see sidebar) and three diverse modes that let you race against the clock, another driver, or a pack of seven opponents. Two players can use a link cable or bump fenders in the slightly sluggish, but still intense, split-screen mode.

The challenging straight-line City, Coastal, and Alpine tracks from the 3DO version return, and three new circuit courses bring heated Ridge-style action to the mix. Other impressive new features include a handbrake, improved speedometer and tachometer displays, and daylight, dawn, and dusk settings.

With all these improvements, this Need is practically a sequel to the 3DO game, and it plays like one. The scenery rolls by at a blazing clip (much faster than the 3DO), and the impressive selection of racing styles provides deeper gameplay and stronger replay value.

Solid controls back you up all the way. You'll have to practice hard to master each vehicle's unique handling, which should delight hardcore car buffs. Casual arcade racers may be frustrated by the sim-style realism, though.

You'll Feel This Need

Need's tracks send you rocketing down treacherous mountain roads and jam-packed city streets. The beautifully drawn backgrounds shine with bright colors and sharp details, but the cars have a blocky look that detracts from the realism. Classy full-motion video that shows off all the machines makes up the difference, though.

PlayStation Game ProFile

The Need for Speed

(By Electronic Arts)

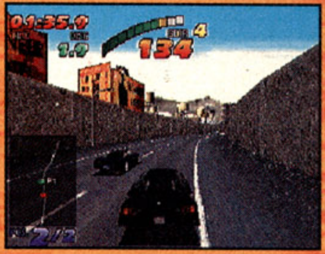
KIDS TO ADULTS K-A AGES 6+

A trunkful of refinements positions this 3DO conversion near the top of the PlayStation pack. Racing buffs shouldn't pass up this gripping action.

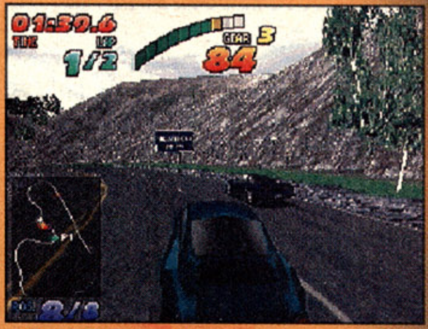
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.5	4.5	4.5	Intermediate

$59.95
CD
Available now
Racing
2 players

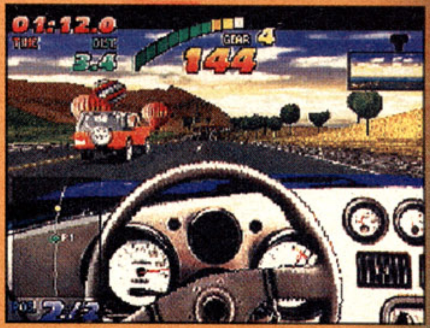
8 cars
6 tracks
4 views
Save feature



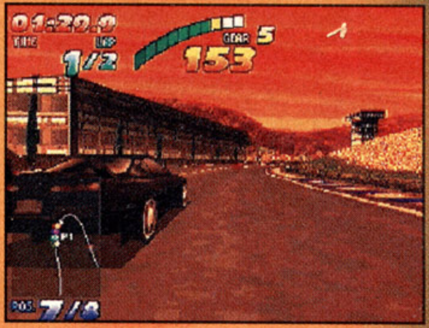
PROTIP: Wreck opponents by pacing them on the inside of a turn, then skid and push them into the wall.



PROTIP: Release the gas and downshift to slide through easier turns.



PROTIP: Capitalize on scarce straightaways by redlining your speed when they begin.



PROTIP: Take tough turns, like the hairpin before the finish in Autumn Valley, by releasing the gas, braking until you skid, then downshifting and punching the gas to pull through the turn.

The outstanding sound effects really re-create that behind-the-wheel feel. Each car's engine purrs with its own authentic hum, but you'll turn down the cheesy metal-head rock.

My Ferrari, Please

It's hard to top the feeling of redlining a Ferrari or a Lamborghini, and Need for Speed's as close as most gamers will get! If you're a serious racing fan, this game's worth every cent. G

CAR SHOW

Lamborghini Diablo VT

Porsche 911 Carrera

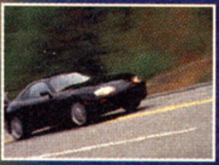
Chevrolet Corvette ZR-1

Ferrari 512TR

Dodge Viper RT/10

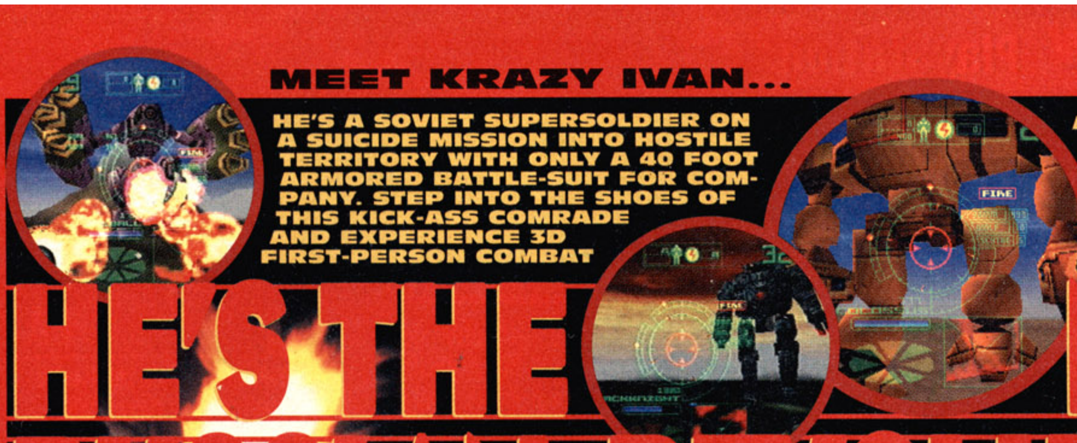
Acura NSX

Mazda RX-7



Toyota Supra Turbo

MEET KRAZY IVAN...



HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 40 FOOT ARMORED BATTLE-SUIT FOR COMPANY. STEP INTO THE SHOES OF THIS KICK-ASS COMRADE AND EXPERIENCE 3D FIRST-PERSON COMBAT AGAINST A RUTHLESS ROBOTIC ALIEN HORDE. WITH THE HUMAN RACE UNDER SIEGE, ONLY THE MOSCOW MADMAN CAN SAVE US NOW!

HE'S THE NEXT RUSSIAN REVOLUTION

TZAR IN MASSAGE SEX SCANDAL
DAILY SЗNTINEL
20
SCRATCH AND WIN
ALIEИ THГEAT? ИO SЩEAT SAЧS IVAИ
500,000 CASH GIVEAWAY

KГAZЧ IVAИ★™

PlayStation™

2 PLAYER LINK COMPATIBLE

http://www.sony.com

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.
Psygnosis, the Psygnosis logo and Krazy Ivan are trademarks of Psygnosis Ltd. ©1995 Psygnosis, Ltd.

SILVERLOAD

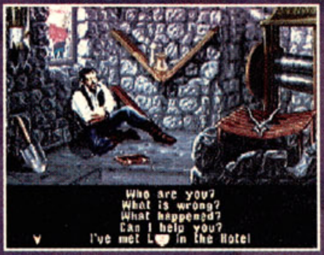
By Scary Larry

Point-and-click just got more interesting. In Silverload, you investigate a young boy's disappearance. All clues lead to the town Silverload, run by a maniacal preacher. The citizens are more bark than bite, however, as you hunt for clues in the werewolf-infested hick town.

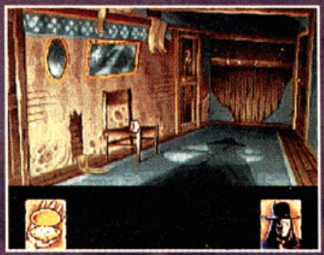
The static graphics have interesting highlights, like rendered vultures. But poor illustrations run rampant, and the few gory scenes are brief.

The sound isn't bad, just offensive. The stereotypical Chinese and Mexican voiceovers are in poor taste.

Silverload's FunFactor definitely competes with other games. A weekend rental, and you'll be howling for joy.



PROTIP: To get the werewolf's tools, fill the bucket from the well with the slain pig's blood. Give the werewolf the blood.



PROTIP: Block your door with the chair, or the werewolves will devour you.

Silverload by Vic Tokai

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	4.5	ADJ. Adjustable

Price not available
CD
Available now
Interactive adventure
1 player
First-person view
Mouse compatible
ESRB rating: Not yet rated

MYST

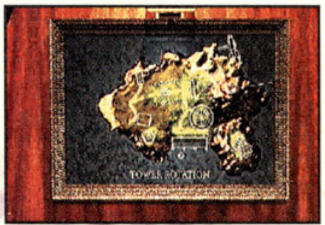
By Scary Larry

This version of Myst doesn't add, improve, or change any of its puzzle elements.

You search for clues to find out what happened to a professor and his two sons. As you gather info, you uncover a mysterious chain of events.

The game's gorgeous backgrounds are outstanding. The sounds are also a treat with New Age–style orchestrations and eerie mood music.

There are tons of books that will get you through Myst in no time. Rent Myst and try it out. Or, if you're willing to spend the time, buy Myst and solve the puzzles yourself. Either way, first-timers will have a blast with this great game. Former Mysters need not apply, though.



PROTIP: You must unlock each age's book. Go to the map in the library and hold Button X until the beam turns red. Go to the Planetarium, climb the stairs, and read the clues on the wall.

PROTIP: To skip to the Stoneship Age, set the snake, spider, and leaf symbols to green, and all others to red. Board the ship at the dock, then find the book.

Myst by Psygnosis

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	4.0	ADJ. Adjustable

$59.95
CD
Available now
Puzzler
1 player
First-person view
ESRB rating: Kids to Adults

CREATURE SHOCK

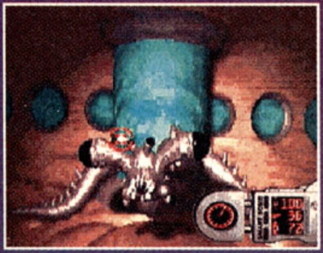
By Scary Larry

It's a shooter, it's a Doom clone...and it's all standard.

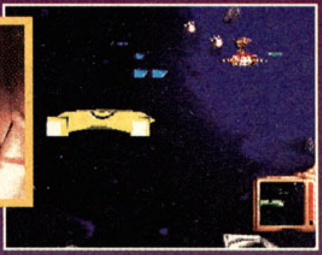
You begin by shooting alien ships, but then the game progresses to a bland corridor shooter. The graphics are good: Sharp cinematics enhance the detailed, fully rendered enemies and smoothly scrolling corridors. But little happens, leaving you yearning for more action.

Good music augments the flight sequences but there are scant sound effects during the corridor levels. Control is the biggest problem. The unresponsive cursor proves fatal in fast-shooting segments.

Creature Shock won't win over gamers who want fast action and gore. It passes as a good rental, though.



PROTIP: When you encounter this bug-eyed alien, shoot for the eyes on the end of the stalks.



PROTIP: Whenever you see a trisection ship in the shooting level, concentrate firepower on the middle ship. It contains a power-up.

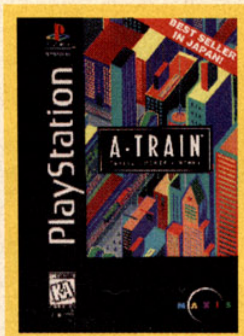
Creature Shock by Data East

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.0	3.0	ADJ. Adjustable

$64.99
2 CDs
Available now
Action/adventure
1 player
Multiple views
ESRB rating: Teen

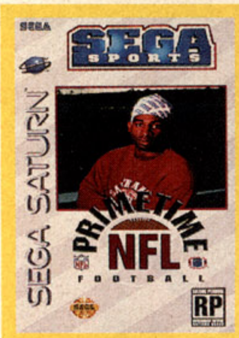
COLLEGE SLAM
Acclaim
SUPER NINTENDO

'COLLEGE SLAM' Match up over 44 college rival teams in this arcade style, 2 on 2 basketball game featuring 3 modes of competition, alley oops, special fraternity teams and college arenas. **SNES $62**



'A-TRAIN' You'll start with a bit of bare land and a small bank loan, then establish transportation systems, buy and sell land and businesses, and even invest in the stock market. If all goes well, you'll be rich and powerful. **PSX $46**

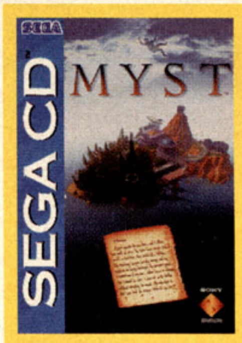
'MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Universe! **SNES $54**



'PRIMETIME NFL FOOTBALL' Now you can experience the real thing, Sega Saturn provides the most realistic sports gameplay ever. Dynamic perspectives and big time action puts you in the middle of every play. **SAT $59**

SEGA SATURN
IRON STORM
Working Designs Ultra Series

'IRON STORM' Presents players with the option of controlling the German, Japanese, or American forces in two modes of play, scenario or campaign. The player can choose to fight one of 54 separate battles! **SAT $52**



'MYST' The surrealistic adventure that will become your world. Journey to an island tinged with mystery, where only your wits and imagination will unlock an ancient betrayal of the past. Features 3D photo realistic graphics. **SEGA CD $46**

3DO

3DO System Panasonic	$199
3DO 6 Button Ctrl Pad	$26
3DO M2Acc. Panasonic	$249
7th Guest 2: 11th Hour	$52
Alone in the Dark 2	$46
Blade Force	$26
BrainDead 13	$49
Captain Quazar	$54
Carrier: Fortress at Sea	$52
Casper	$46
Chess Wars	$48
Creature Shock	$44
Cyberdillo	$52
Deadly Skies	$52
Doom	**$44**
Dragons Lair 2	$52
Fast Draw with Gun	$64
Foes of Ali	$52
Game Guru	$29
Golden Gate	$52
Isis	$52
Killing Time	$32
Lost Eden	$32
Maximum Surge	$54
McKenzie & Co.	$52
Mortal Kombat 3	**$59**
Primal Rage	$46
Shock Wave 2	$52
Space Hulk: Vengeance	$52
Varuna's Force	$52
WaterWorld	$52
Wing Commander 4	$56

GAME GEAR

Best of Mega Man 1-5	**$34**
NHL Hockey 96	$36
Primal Rage	$39
Return of the Jedi	**$36**
Urban Strike	$36

CDI

7th Guest DV	$52
Axis & Allies	$39
Dragons Lair 2	$44
Escape from Cyber City	$19
Merlin's Apprentice	$44
Zelda: Wand o'Gamelon	$44

HINT BOOKS

Batman Forever Survival	$8
Breath of Fire 2	$12
Chrono Trigger	$16
Donkey Kong Country 2	$12
Doom	$8
Dust	$16
Final Fantasy 3	$11
Killer Instinct, Unofficial	$12
Lunar 2	$13
MK3 Players Guide	$11
MK3 Pocket Kodes	$6
Popful Mail	$14
Primal Rage Arcade	$12
Primal Rage Unauthoriz'd	$8
Secret of Evermore	$12
Secret of Mana	$12
Shadows of the Empire	$8
Ultimate PSX Cheaters	$8
Virtua Fighter	$10
Yoshi's Island	$12

© 1996 CHIPS & BITS, INC.

SEGA GENESIS

Genesis CD RAM Cart	$49
Genesis Nomad Syst'm	$179
Addams Family Values	$44
Bass Masters Classic	**$46**
Batman Forever	$32
BrainDead 13 CD	$49
Bugs Bunny: Dble Trouble	$42
College Football 2	**$44**
College Slam Bsketball	$56
Comix Zone	$44
Converse Hrdcore Hoops	$59
Dragons Lair 2 CD	$52
EarthWorm Jim 2	$62
Exo Squad	$39
FIFA Internat'l Soccer 96	$56
Flintstones Movie	$44
George Foreman	$39
Lobo	$56
Lunar 2 CD	**$49**
Myst CD	$46
Madden Football 96	$58
Marsupilami	$36
Mission Impossible	$56
Mortal Kombat 3	$64
NBA Live 96	$59
Nightmare Circus	$52
Olympic Sm'r Games '96	$58
Phantasy Star 4	$83
Pocahontas	$59
Prime Time NFL FB 96	$58
Samurai Showdown CD	$36
Scooby Doo	$52
Shining Force 2	$66
Star Trek Deep Space 9	$46
TNN Outdoor Bass '96	$56
Tecmo Super Bowl 3	**$49**
Toy Story	$66
Ultimate Mortal Kombat 3	**$69**
Vector Man	$52
WWF Arcade	$59
WeaponLord	$59
World Series Bseball '96	$54
X-Perts	$58

NEO GEO

NG CD Joypad Cntroller	$19
NG CD System	**$349**
Aerofighters 3 CD	$54
Art of Fighting 2 CD	$46
Baseball Stars Pro 2 CD	$46
Blue's Journey CD	$46
Double Dragon CD	$52
Fatal Fury 3 CD	**$54**
Football Frenzy CD	$46
Ghost Pilots CD	$46
Kabuki Klash CD	$52
King of Fighters '95 CD	$59
Magician Lord CD	$54
Pulstar CD	$59
Samurai Showd'n 3 CD	**$59**
Savage Reign CD	$54
Stakes Winner CD	$54
Street Hoops CD	$46
Super 8-Man CD	$46
Super Sidekicks 3 CD	$54
Thrash Rally CD	$46
Top Players Golf CD	$46
View Point CD	$46
Voltage Fighter CD	$59
World Heros Perfect CD	**$69**
Zed Blade CD	$69

SEGA MARS 32X

Kolibri	**$58**
Pitfall	$59
Primal Rage	$56
Prime Time NFL FB 96	$66
Slam City CD	$39
Spiderman: Web of Fire	$58
T-Mek	$52
Virtua Fighters	**$59**
Wirehead / Sega CD	$39
World Series Baseball	$59

ATARI JAGUAR

Jaguar CD System	**$139**
Alien VS Predator CD	$56
Alien Vs Predator	$59
Arena Football	$59
Burnout	$39
Defender 2000	$54
Doom	$39
Fight for Life	$59
Highlander CD	**$39**
Hover Hunter	$54
Hover Strike	$38
Kasumi Ninja	**$19**
Mortal Kombat 3	$62
Myst CD	$54
NBA Jam Tournament	$59
RayMan	$58
Space Ace CD	$52
Ultra Vortex	**$39**
Wayne Gretzky CD	$59

PSX HARDWARE

Sony Playstation,Core	**$319**
ASCII Flight Sim Stick	$52
Game Shark	$56
Mad Catz Steer'g Wheel	$75
PSX Memory Card	$24

PSX ADVENTURE

7th Guest 2: 11th Hour	$52
Alien Trilogy	**$52**
Alien Virus	$52
Blazing Dragons	$52
Casper	$47
Castlevania:Bloodletting	$44
Chronicles of the Sword	$52
Cyberia	$52
D	$52
Dark Stalkers	**$52**
Die Hard Trilogy	$54
Disc World	$52
Earthworm Jim 2	$48
Fox Hunt	$52
G-Police	$54
Hyper 3-D Pinball	$52
In the Hunt	$44
Kingdom O' Magic	$54
Legacy of Kain: Blood	**$54**
Monstrous City	$54
Myst	$52
Philosoma	$52
Psychic Detective	$54
RayMan	**$52**
Return to Zork	$46
Revolution X	$52
Ripper	$54
Spawn	$54
Spot Goes To Hollywood	$54

PSX KICK & PUNCH

Mortal Kombat 3	**$52**
Primal Rage	$52
Street Fighter: Alpha	$52
Tekken	$47
Toh Shin Den 2	**$49**

PSX ROLEPLAYING

Dark Sun	$52
I Have No Mouth	$52
King's Field 2	**$52**
Slayer	$52
Werewolf: Apocalypse	$66

PSX SHOOTERS

Armed	$52
Assault Rigs	$52
Doom	$54
Fade to Black	$52
Hive	$47
Johnny Bazookatone	$52
Krazy Ivan	$52
Last Bounty Hunter	$54
Loaded	**$52**
Lone Soldier	$56
Raiden	$44
Resident Evil	**$52**
Star Blade	$44

PSX SPORTS

3-Decathlon	$52
3D Baseball '95	$54
Big Bass World Champ	$52
Boxing 96	$52
ESPN Extreme	$44
FIFA Int'l Soccer 96	**$52**
Front Page Football 96	$58
Hardball 5	$52
MLBPA Baseball	**$48**
NBA 96	$52
NBA In The Zone	$48
NBA Live 96	**$52**
NFL Game Day	$52
Power Sports Soccer	$52
TNN Outdoor Bass '96	$54
VR Baseball	$56
VR Soccer	$56
WWF Arcade	**$52**

PSX SIMULATIONS

Chaos Control	$44
Descent	**$52**
Destruction Derby	**$54**
Mick Thompson S-cross	$52
RazorWing	$54
Rock & Roll Racing 2	$44
Twisted Metal	**$54**
WarHawk: Red Mercury	**$54**
Wing Commander 3	$52
Wipeout	**$52**

PSX STRATEGY

Panzer General	$52
Romance 3 Kingdom 4	**$49**
Shanghai: Triple Threat	$29
Sim City 2000	$49
Syndicate Wars	**$52**
Warhammer Fantasy	$52

SATURN HARDWARE

Saturn System	**$349**
Game Shark	$54
Saturn Back-Up Cart	$46
Saturn Stunner Gun	$44

SATURN ADVENTURE

7th Guest 2: 11th Hour	$52
Alien Trilogy	$52
Blazing Dragons	$52
Castlevania: Bloodletting	$44
Dragons Lair 2	$52
Earthworm Jim 2	$48
Fox Hunt	$52
Horde	**$45**
Kingdom O' Magic	$54
Legacy of Kain: Blood	$52
Mr. Bones	$52
Revolution X	$52
Skeleton Warriors	**$48**
Spot Goes To Hollywood	$54

SATURN KICK & PUNCH

Brutal 2210	$54
Mortal Kombat 2	**$48**
Night Warriors	$52
Primal Rage	$52
Rise of the Robots 2	$52
Street Fighter: Alpha	$52
Toh Shin Den	**$54**
Virtua Fighters 2	$56

SATURN ROLEPLAY

Dark Sun	$52
Lunar: Director's Cut	$54
Magic Knight Rayearth	**$52**
Shining Wisdom	$52
Werewolf: Apocalypse	$66

SATURN SHOOTERS

Johnny Bazookatone	$52
Shell Shock	$52
Solar Eclipse	**$52**
Virtua Cop with Gun	$69

SATURN SPORTS

3D Baseball 95	$52
Center Ring Boxing	**$52**
Frank Thomas Baseball	$52
NBA Action	$52
NBA Basketball	$44
NFL Quarterb'ck Club 96	$52
Prime Time NFL FB 96	$59
Upper Deck Basketball	$54
VR Baseball	$54
VR Hockey	$54
VR Soccer	$54
WWF Arcade	$52
World Series Baseball 2	**$54**

SATURN STRATEGY

Buster Brothers	$44
Iron Storm	$52
PTO 2	$52
Panzer General	**$54**
Shanghai: Triple Threat	$29
Theme Park	$52

SNES

SNES System	**$139**
SNES System, Core	$95
Boogerman	**$49**
Chrono Trigger	$72
Civilization	$62
Dirt Trax FX	$66
Donkey Kong Country 2	**$64**
Doom	**$56**
EarthWorm Jim 2	$62
Final Fight 3	**$52**
Killer Instinct	$62
Lobo	$56
Madden Football 96	$58
Marvel Super Heroes	$54
Mega Man X 3	$59
Mohawk & H'dph'ne Jack	$62
Mortal Kombat 3	$64
NBA Live 96	$58
Olympic Summer Games	$62
PTO 2	$62
Real Monsters	$56
Revolution X	$64
Romance 3 Kingdoms 4	$65
Secret of Evermore	$62
Star Trek Deep Space 9	$36
Super Mario RPG	$66
TNN Outdoor Bass '96	$61
Tecmo Super Bowl 3	**$56**
Toy Story	$72
Ultimate Mortal Kombat 3	**$69**
WWF Arcade	$66
WeaponLord	$54
Yoshi's Islnd/Spr Mario 2	$64

NINTENDO 64

Nintendo 64 System	**$269**
Body Harvest	$62
Cruis'n USA	$56
Donkey Kong Fantasy	**$59**
Doom	$62
Final Fantasy 7	**$59**
Gidden Eye	$59
Golden Eye 007	$62
Ken Griffey Jr. Baseball	$59
Killer Instinct 2	**$59**
Kirby Bowl	$59
Legend of Zelda	$62
Mega Man	$59
Mortal Kombat 3 Plus	**$69**
Phear	$69
Pilot Wings	$62
Red Baron	$62
Robotech	$62
Shadows of the Empire	**$62**
Star Fox	$62
Street Fighter	$59
Super Mario	**$62**
Top Gun	$62
Top Gun: A New Advntre	$56
Turok: Dinosaur Hunter	$56
Wave Race	**$62**

VIRTUAL BOY

Virtual Boy System	**$142**
Galactic Pinball	$38
Panic Bomber	$40
Teleroboxer	**$34**
Vertical Force	$40
Virtual League Baseball	**$37**
Worms	$49

CHIPS&BITS INC.

CALL NOW TO ORDER
802-767-3033

Fax
802-767-3382

Source
10666

PO Box 234
Dept 10666
Rochester,
VT 05767

Orders/Questions:
cbisales@sover.net

Customer Service:
cbiserv@sover.net

OVERNIGHT SHIPPING in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Call for details.

Visa, MC and DIscover accepted. Checks held 4 weeks. Money orders same as cash. COD $8. Defectives re-placed with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final.

GPRO596V1

By Major Mike

First off, this isn't a new Earthworm Jim game. It has the same gameplay as the 16-bit version. Presentation, however, is the key here. Jim 2 for the Saturn has superb graphics and dynamite sound effects – especially the music. This version shows what a next-gen system can do with a platform game.

Filled to the Brim With Jim

For those of you not familiar with Jim's story, it's the traditional princess-is-abducted-and-you're-the-only-one-who-can-save-her scenario. The hero is Jim, an ordinary earthworm given special powers courtesy of a super suit he stole from a galaxy menace named Psy-Crow.

The major differences between this game and the 16-bit version are apparent the moment the disc starts spinning – like when the music in the Anything but Tangerines level hits full tempo. Complete with full synthesizers, roaring guitars, and slamming drums, this game definitely shines in stereo.

For Better or Worse

Some minor changes are for the better. For example, in The Flyin' King level, the screen displays a diagonal letterbox. Now, whenever you get an engine that temporarily makes your ship faster, the icon rests in the screen's lower corner, and shakes and disappears when it's used up. Another change is in the Puppy Love level: Peter Puppy's smiling face in the upper right-hand corner slowly becomes a frown with each dropped puppy.

Most of the backgrounds have also been overhauled. These range from eye-popping (the bones in the walls in the Lorenzo's Soil level) to hilarious (the shrine with the cow's head that's built to Jim and the Statue of Liberty in Udderly Abducted). Masters of exquisite parallax scrolling and awesome backgrounds, Shiny fills Jim 2 to the brim – especially in the later levels like ISO 9000 and Door Chase, where wooden cabinets seem to stretch to infinity.

The same isn't true, though, for Jim and the other foreground characters. Jim looks the same with his trademark stand-still animations and various hilarious antics. No improvements on Jim – but thankfully no detractions, either.

Build a Better Jim

The game is filled with more one-liners – from Jim's pleading "mommy" before several boulders drop on him in Lorenzo's Soil to his angry muttering "son of a..." when

Saturn Game ProFile

Earthworm Jim 2

(By Playmates)

KIDS TO ADULTS KA AGES 6+

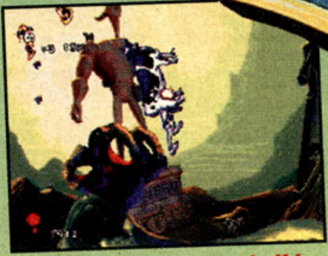
Same Jim, same game – it's the details that make the difference. This Jim showcases the difference between 16- and 32-bit system capabilities in a big way.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	4.0	4.0	Adjustable

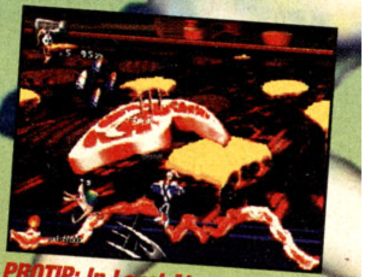
Price not available
CD
Available now
Action/adventure

1 player
Side view
Multiscrolling

Earthworm Jim 2

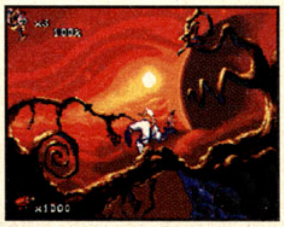


PROTIP: To move faster in Udderly Abducted, jump when carrying a cow rather than run.

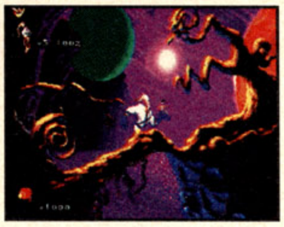


PROTIP: In Level Ate, shoot the snail when you're hiding in the salt shelter. The salt-pursuing salt shaker will chase the snail and give you an opportunity to escape its murderous rain.

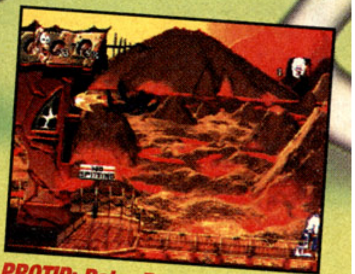
A Tale of Two Jims



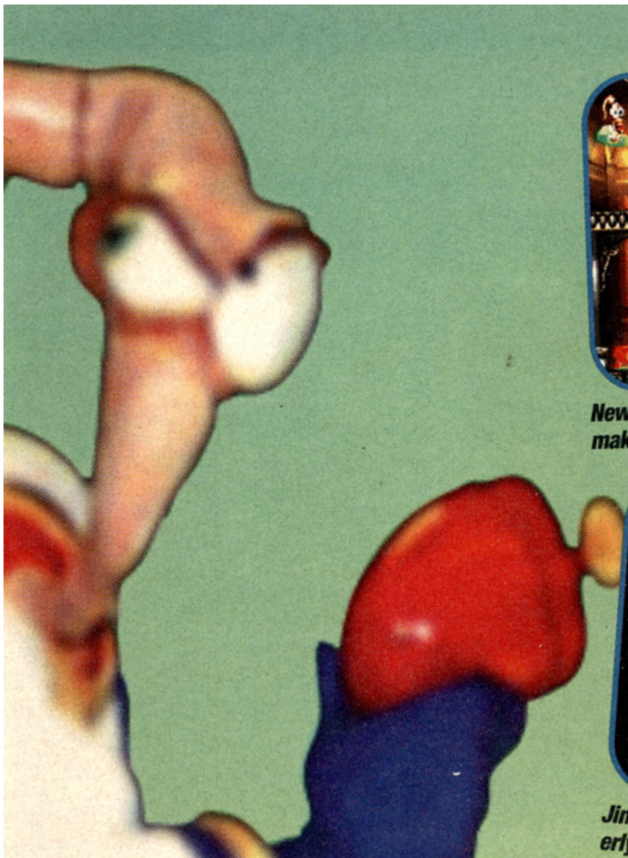
The 16-bit Genesis version of EWJ 2...

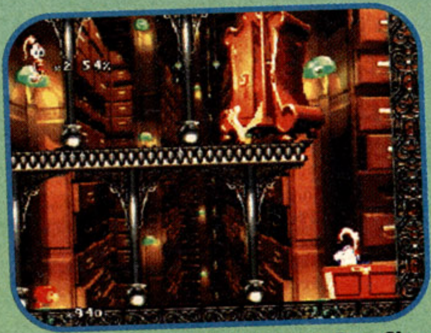


...and the enhanced 32-bit Saturn version!

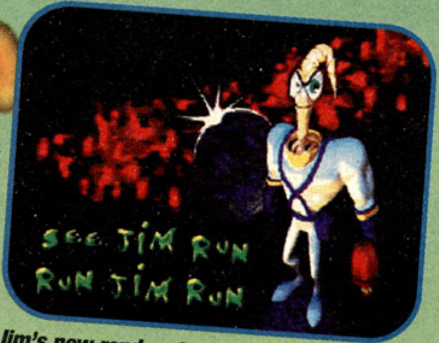


PROTIP: Peter Puppy has great aim in the Puppy Love stages – most of the time. Keep alert even after he throws the bomb; sometimes his aim is off and the bomb bounces off Psy-Crow's house back onto the ground.

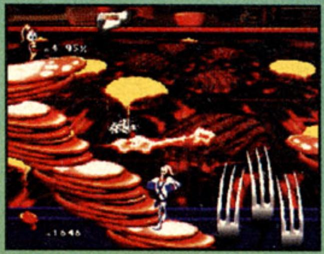




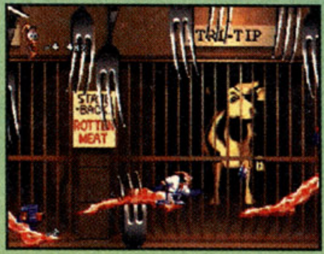
New backgrounds, like this one in Door Chase, make EWJ 2 look almost like a new game.



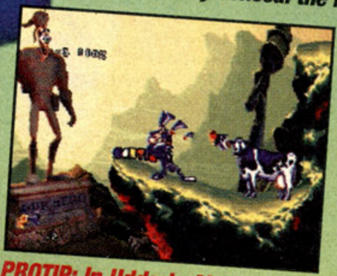
Jim's new rendered screens (that also cleverly conceal the load times)!



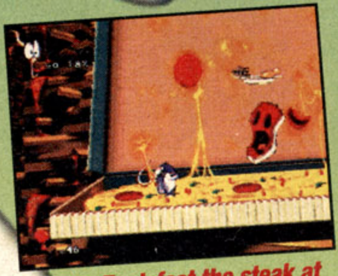
PROTIP: In Level Ate, after the first snot swing section, use Jim's parachute to float between the bacon and the fork until you reach this platform…



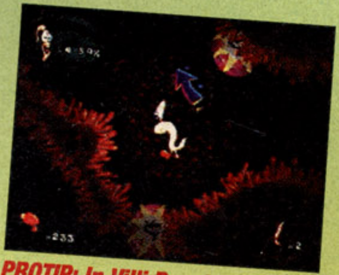
…where you transport to a super-secret stage, Totally Forked!



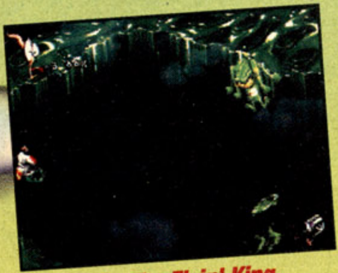
PROTIP: In Udderly Abducted, use the homing missiles to keep the flying saucers away from the cows.



PROTIP: To defeat the steak at the end of Level Ate, wait for it to land, then shoot or whip it. Don't let it hover overhead – it loves to drop its plate on you.



PROTIP: In Villi People, beware of the floating blobs. They can float through the walls and get to you, but you can also shoot through the walls to nail them.



PROTIP: In The Flyin' King, whenever you pick up an engine power-up, keep an eye on its icon in the lower right-hand corner. When it starts to shake, it's about to expire and you revert back to slow speed.

Fresh "well done" screens close out each stage.

he misses a power-up in Puppy Love.

The music sounds much better, due to the CD audio, but retains the feel of the original pieces. You'll still hear bagpipes in ISO 9000 and Beethoven in Villi People.

One Problem

The controls are tighter this time around, but on some stages that's not good. The most problematic controls are in Puppy Love, where you literally stop on a dime. With practice you get used to it, but you aren't given as much leeway as before; you have to be almost exactly in the right spot to keep the puppies airborne. Other areas have the same play mechanics as before – run, jump, and shoot with a few extra abilities, like the Snot Swing.

It's Still Jim

But all these enhancements must be kept in perspective. Although Jim 2 is an excellent sequel, some aspects aren't up to the first game. For one thing, Jim 2 is much easier. There also isn't as much variety. Remember the maddening, white-knuckle submarine race against the clock in the Tube Race level, or the edge-of-your seat anxiety of Puppy Love? Not much of that intensity is found in Jim 2.

Granted, this is a direct port-over, but fanatic Jim fans will probably be disappointed. New levels would probably help satisfy them – as Shiny did with EWJ: Special Edition for the Sega CD, arguably the best Jim game so far.

Not Quite New

While Jim 2 is a port of an already familiar game, it's been pumped full of life so that it almost feels new. With EWJ 2's elements enhanced so well, a new and original next-gen Jim game should really be something. G

NIGHT WARRIORS

Darkstalkers' Revenge

By Major Mike

If Capcom keeps this up, arcades may well go out of business. Like Street Fighter Alpha, this is a superb arcade translation for Sega's 32-bit system.

The Night Warriors

After Super Street Fighter, Capcom's arcade games improved their animation to almost Disney quality. As shown in the recent arcade fighting game Marvel Super Heroes, Capcom's coin-ops evolved into state-of-the-art hand-drawn visuals, and the coin-op game Darkstalkers' Revenge, the follow-up to Darkstalkers, added to that progression nicely. Although the sequel never really caught on in the arcades, it now has another chance on the Saturn.

So what's new with this game? Revenge adds four new fighters to the lineup (see ProReview, April). Two fighters, Pyron and Huitzil, are bosses from the last game. The other two are originals: the ghost Hsien-Ko and the vampire-hunter Donovan. Each of the game's fighters has some new moves and a new Super Special move.

Revenge doesn't have Street Fighter Alpha's depth or combo techniques, though it does have a few limited combos of its own. What Revenge does supply is eye-popping visuals. The special moves are a real treat and worth executing more for spectacle than for damage to opponents. Moves like Huitzil's Firing Squad and Felicia's Cat Pack Attack fill the screen with awesome and hilarious fireworks, with no slowdown or distortion. The backgrounds are also a pleasure to battle in – especially with the interactive elements (the wine barrel that stains the ground red in Talbain's stage, and the smashing pillars in Felicia's and Anakaris's stages, for example).

Darkstalkers Unplugged

The sound is equally awesome. All the audio from the arcade, from the constant meowing of cats in Felicia's stage to the busy construction of Huitzil's robot lab, are perfectly translated – some of the moves, like Hsien-Ko's flesh-slicing Guillotine Swing, are almost painful to endure. Crystal-clear stereo sound conveys the auditory details as the

Saturn Game ProFile

Night Warriors: Darkstalkers' Revenge

(By Capcom)

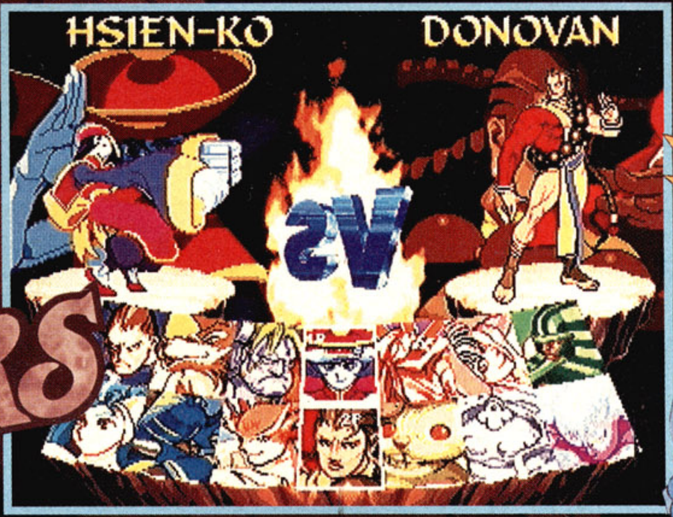
TEEN T AGES 13+

A visual stunner, Darkstalkers' Revenge is yet another excellent arcade translation by the fighting-game masters at Capcom.

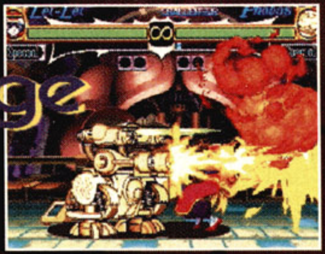
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

$64.99
CD
Available now
Fighting

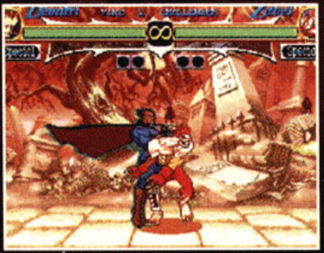
2 players
14 fighters
Side view
Multiscrolling



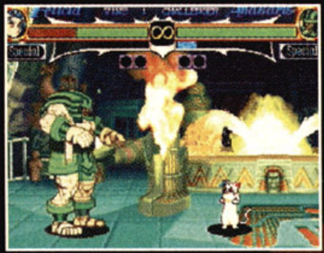
Choose from 14 fighters – including the boss characters!



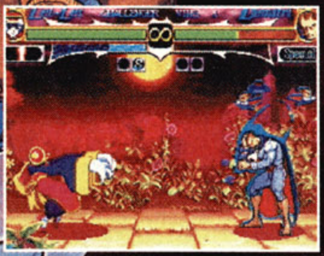
PROTIP: To do Huitzil's Firing Squad, motion → ↘ ↓ ↙ ← and press all three kick buttons.



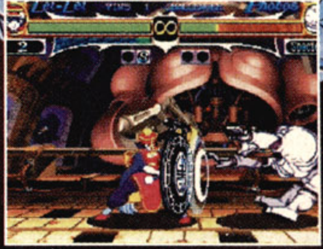
PROTIP: When close to an opponent, quickly tap Toward twice to teleport right through them.



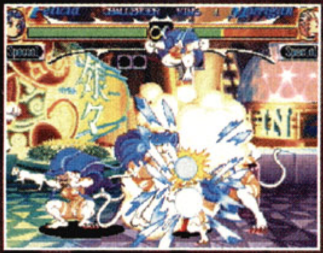
PROTIP: Be careful whenever Anakaris jumps. He can use his Royal Judgment power to transform you into something small and harmless.



PROTIP: Watch out for Hsien-Ko's projectiles. Occasionally, she throws a big object that dizzies you if it hits.



PROTIP: Hsien-Ko's gong (motion ↓ ↙ ← and press any punch) not only deflects projectiles but is also a great way to bruise opponents that get too close.



PROTIP: To deploy Felicia's deadly Cat Pack Attack, motion ← ↙ ↓ ↘ → and press all three kick buttons.

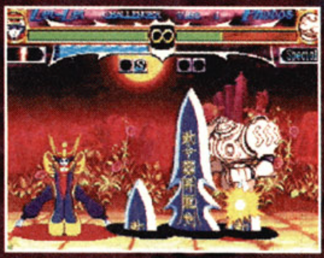
fighters fly from one speaker to the other.

The music also shines, for the most part. The moods are by turns eerie (the fighter-select screen), jazzy and upbeat (Felicia's casino-rooftop battle), and annoying beyond belief (Hsien-Ko's constant "hi-ya" screamed over Chinese-inspired music).

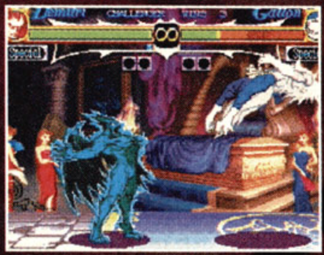
Taking Stalk Of the Situation

Using half-circle and Dragon Punch motions any Street Fighter player will immediately recognize, Revenge adds a Super Meter in the corner that gradually charges over time. As you'd expect, you can execute a damaging Super Special when the meter bar is full. This time, though, the meter can never be maxed out (each time the bar is filled, the number below it increases). If you fill the bar several times, you can execute Super Specials consecutively.

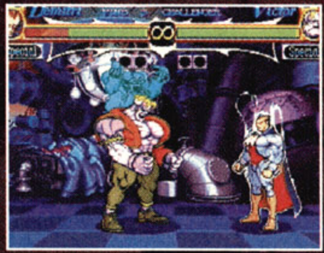
All the moves are easy to pull off, with the exception of a few Super Specials (like Morrigan's Doppelganger and Hsien-Ko's Spike Ball Drop). If the three-button simultaneous special moves are problematic, you can configure the controller so all three rest on the top L or R button. Revenge also comes with several turbo speeds, the fastest of which is almost too quick. Still, all the moves are perfectly executable, even at the frenzied pace.



PROTIP: For Hsien-Ko's Ground Knives, motion ← ↙ ↓ ↘ → and press all three kick buttons.



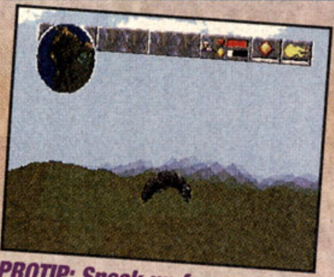
PROTIP: To summon Demitri's Demonic Bats, motion ↓ → ↘ and press all three kick buttons.



PROTIP: To do Victor's Dr. Assistant, motion ← ↙ ↓ ↘ → and press all three kick buttons.

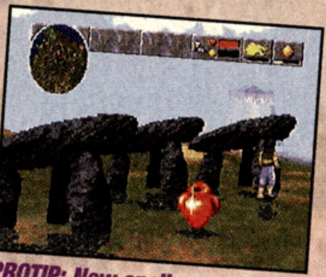
A Reason to Visit Saturn

The Saturn is already booming with great arcade fighting game translations (Street Fighter Alpha, X-Men), and Revenge fits in with the best offerings. It may not be the deepest fighting game around, and fighting fanatics may dismiss it prematurely, but Capcom has certainly released a game to be reckoned with. Now maybe Capcom will give us Marvel Super Heroes on the Saturn! G

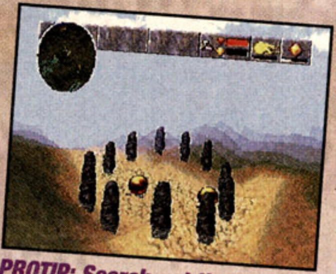


PROTIP: Sneak up from behind these sluggish land crawlers, and blast them good before they turn to fire on you.

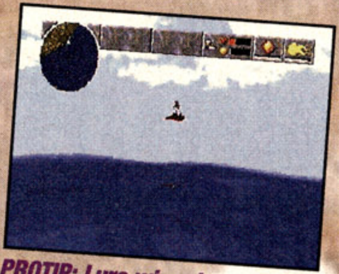
PROTIP: Build your castles in safe areas (sometimes on the water), or your enemies will attack and destroy them.



PROTIP: New spells are often booby-trapped. Be wary when you pick them up – you may trigger a host of new enemies.



PROTIP: Search out these circles of stones for free mana.



PROTIP: Lure wizards over the water to avoid being hit by other enemies.

Magic Carpet

By Tommy Glide

Slip on your best turban – Magic Carpet is an intense first-person adventure like Doom, spiced up with Aladdin's mystical Arabian flavor.

Massive Carpet

The world has plunged into chaos, thanks to a spell created by a master wizard. As his apprentice, you must restore peace. From your free-floating magic carpet, you shoot down a host of evil beasts and collect their elemental power, called mana, to right the balance.

Magic Carpet is huge, and it involves more than just fly-by shooting. You need to collect new spells, build castles, and convert the local populace to your side by casting Possession spells over their dwellings. Wizard wannabes are in for a long 46 levels, and there are bonus levels that reward those who beat the game. But winning's not easy. Everything from giant bees, dragons, undead armies, and enemy wizards come at you. Fortunately, you can accumulate 24 spells, from simple Healing to whoppers like Global Death.

No Shag, No Lag

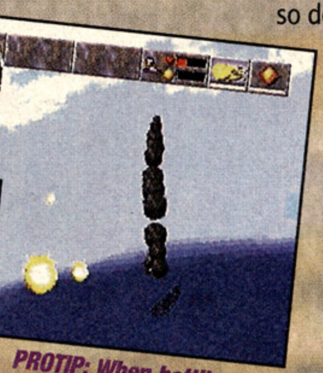
Great visuals and sounds work together to increase the appeal of Magic Carpet's 360-degree environment. The terrain stretches and morphs, enabling you to blow holes in the ground with your fireballs and enhancing such animation as the magically appearing castles. The scrolling is fairly smooth, and many of your enemies appear as one-dimensional sprites.

The sound resonates with awesome spell-casting effects. The music is eerie and sweet, perfectly complementing your mythical flight. Even better are the subtleties, like the crowd chatter when you swoop over a village, the lapping water of the ocean, and the whiz of enemy arrows.

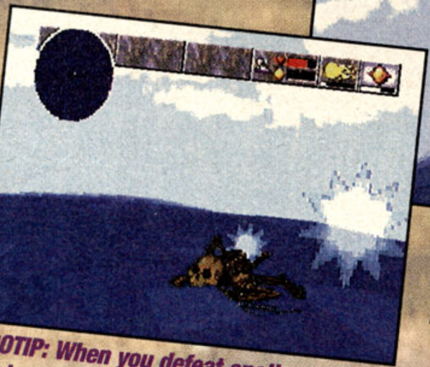
Burnin' Rugger

Good controls allow you to fly everywhere in Magic Carpet. Although you can't pull fancy moves like barrel rolls and loops, there's still a lot to do, so don't expect to master this agile doormat immediately. The spell menu takes more effort than it should, but the rest is straightforward.

If you want to break out of those corridor adventures and play an original first-person shooter, test-drive this carpet of the Persian persuasion. The unfriendly skies have rarely been this inviting on the Saturn. **G**



PROTIP: When battling the flying worms, wait for them to dive before unleashing rapid fireballs.



PROTIP: When you defeat another wizard, cast your Possession spell upon their remains to claim all their mana.

Saturn Game ProFile

Magic Carpet

(By Electronic Arts)

KIDS TO ADULTS K-A AGES 6+

The smash PC game ports all its great gameplay to the Saturn. This is excellent high-flying shooting with a touch of sorcery.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.5	4.0	4.5	Adjustable

$49.95
CD
Available now
Fantasy shooter
1 player

46 worlds
First-person view
Multiscrolling
5 save slots

1-900-PRO-HINT (1-900-776-4468)

SNES • SEGA • SEGA CD • 3DO • SATURN • PSX • ONLY 99 CENTS A MINUTE
LATEST CODES • BREAK-IN TRICKS • CHEATS

MUST BE 18 YEARS OF AGE OR HAVE OBTAINED PARENTS PERMISSION

PLAYSTATION

31935	PSX Core	$315
10289	PSX W/Game	$349
33289	Arcade Syle Steering Wheel	$54
10930	Game Pad 8	$25
33287	Game Shark	$59
33290	Memory Card +	$34
31550	3 Decathlon	$52
31556	3D Baseball	$54
31560	Agile Warrior	$52
32711	Alone In The Dark	$44
31271	Assault Rigs	$52
32707	BasesLoaded '96	$56
29847	Batman Forever	$52
29887	Braindead 13	$52
29844	Casper	$52
29879	Castlevania	$44
29851	Creature Shock	$53
31274	Criticom	$54
32702	Cyberbykes VR	$48
29867	Cyberia	$52
10925	Cybersled	$46
33300	D	$51
29827	Dark Stalkers	$52
31549	Deadly Skies	$52
10915	Defcon 5	$51
29863	Descent	$52
10820	Destruction Derby	$51
31254	Doom	$54
29842	D & D	$52
10825	ESPN Extreme	$44
32700	Earthworm Jim 2	$48
32714	Extreme Pinball	$49
32715	Fade To Black	$52
29871	Fox Hunt	$54
29830	GT Sports Ftball	$48
32701	GT Sports Bsktball	$48
29883	Gex	$52
33176	Goal Storm	$45
29836	Hardball 5	$53
32717	Hi-Octane	$52
33179	Hive, The	$48
10815	Jumping Flash	$51
10816	Kileak	$44
31265	Krazy Ivan	$53
32713	Loaded	$52
31277	Magic Carpet	$52
10818	Mortal Kombat 3	$58
31268	Myst	$52
33175	NBA In The Zone	$44
33225	NBA Live '96	$52
31561	NFL Game Day	$51
29865	NFL QB Club '96	$53
32706	PGA Tour '96	$53
29840	PO'ed	$51
31251	Panzer General	$52
31258	Power Tennis	$52
29868	Primal Rage	$51
29841	Raiden Project	$44
10921	Rayman	$52
31285	Resident Evil	$52
29835	Return To Zork	$46
10814	Ridge Racer	$44
33299	Rise 2	$51
33169	Shockwave	$53
10922	Silverload	$52
31275	Slayer (AD&D)	$52
29858	Space Griffon	$52
29824	Starblade Alpha	$46
32697	Str't Fighter Alpha	$52
31284	Syndicate Wars	$52
29899	TNN Outdoor Bass '96	$54
29857	Tekken	$45
33173	ThunderStrike 2	$52
10924	Tohinden	$51
10926	Toshinden 2	$48
29888	Total Eclipse	$52
10821	Twisted Metal	$51
31283	VR Baseball	$56
29874	VR Hockey	$56
32699	VR Soccer	$52
31279	Warhammer	$52
31264	Wing Cmdr. 3	$52
10823	Wipe Out	$51
29862	Zoop	$45

SATURN

10290	Saturn Core	$309
31531	Saturn W/Virtua Fighter	$345
31505	Arcade Racer	$65
33283	Game Shark	$59
31535	Mission Stick	$65
33285	Stunner	$47
29748	3D Baseball '95	$56
29814	AD & D Fighters	$46
29780	Alien Trilogy	$52
29796	Alone In The Dark	$51
32547	Bases Loaded '96	$56
29821	Battletech	$51
29799	Blazing Dragons	$52
29798	Braindead 13	$52
29803	Castlevania	$45
10904	Clockwork 2	$48
10483	College Slam	$52
29809	Creature Shock	$52
31320	Criticom	$54
29819	Cyberia	$47
33278	D	$51
10906	Defcon 5	$51
29782	Descent	$52
10908	Dragon's Lair 2	$51
29776	D & D	$52
33193	Earthworm Jim 2	$48
32535	FIFA Soccer '96	$52
29778	Fox Hunt	$53
29753	F Thomas Bseball	$52
33279	Gaurdian Heroes	$46
29794	Gex	$52
33194	Goal Storm	$45
32537	Hell	$47
31903	Hi-Octane	$52
33519	In The Hunt	$52
31330	Magic Carpet	$52
29768	Maximum Surge	$50
29744	Mortal Kombat 2	$47
10948	Myst	$51
31324	NBA Action	$52
29804	NFL QB Club '96	$52
33196	P.T.O. 2	$58
10953	Panzer Dragoon	$52
29822	Panzer General	$54
29745	Parodius	$47
31328	Prime Time NFL	$58
29751	Prize Fighter	$48
29815	Project:Overkill	$46
29747	Return To Zork	$46
29795	Sega Rally	$52
31318	Shellshock	$52
29740	Sim City 2000	$51
29749	Solar Eclipse	$52
31489	Str't Fighter Alpha	$52
29770	Supreme Warrior	$47
33188	Toshinden	$54
33100	Virtua Cop w/Gun	$67
31325	Virtua Fighter 2	$54
33186	Virtua Hang On	$46
32543	Wing Cmdr. 3	$59
29775	X-Men:Children Of The Atom	$54

To Receive A **Free**
Catalog
Call CRAVE At:
(612) 942-9920
Fax Us At:
(612) 942-5341
Or Email Us At:
CRAVE2RB@
AOL.COM
CRAVE Will Meet Or
Beat Any
Competitor's Prices!

3DO

10712	3D0 Panasonic W/Gex	$297
10873	3DO DVM w/Movie	$175
10455	3DO Goldstar W/ Shockwave &FIFA	$297
31295	Alone In The Dark 2 w/Free Vol 1	$46
31616	Battlesport	$52
28864	Blade Force	$52
28835	Braindead 13	$52
28839	C2	$46
32559	Cannon Fodder	$37
33202	Captain Quazar	$54
28844	Casper	$52
10257	Creature Shock	$45
31612	D	$58
31618	Deadly Skies	$52
31614	Deathkeep	$48
28870	Doom	$52
28874	Dragon's Lair 2	$51
28887	Family Fued	$34
31610	Flying Nightmares	$52
31613	Foes Of Ali	$52
33206	Golden Gate	$53
28831	Killing Time	$51
28863	Kingdom Of The Far Reaches	$43
28846	Last Bounty Hunter	$52
31615	Lost Eden	$37
31601	Lost Vikings 2	$47
28873	McKenzie & Co.	$52
10264	Myst	$51
28838	NHL Hockey '96	$52
10266	Need For Speed	$52
31602	PGA Tour Golf '96	$53
28938	Primal Rage	$49
33409	Scramble Cobra	$51
31617	Shockwave 2	$52
33203	Snow Job	$53
28860	Space Hulk	$51
33231	Star Fighter	$53
10469	Super Street Fighter 2 Turbo	$56
28858	Syndicate	$51
28842	Waterworld	$52
33550	Wing Cmdr. 4	$56
28910	World Cup Golf	$48

JAGUAR

10695	Jaguar Core-free tee	$149
28195	Arena Football	$58
32553	Atari Karts	$53
10327	Brett Hull Hockey	$58
32691	C. Barkley Bsktball	$52
32556	Defender 2000	$52
32695	Fever Pitch Soccer	$52
10282	Fight For Life	$58
10326	Flashback	$53
28203	NBA Jam TE	$58
31597	Pitfall	$52
28211	Supercross 3D	$52
10471	Ultra Vortex	$58
33199	Zoop	$47

CD TITLES

10694	Jaguar CD w/Games-free tee	$149
30531	Baldies	$52
28301	Battlemorph	$52
33249	Brett Hull Hockey	$59
10935	Dragon's Lair	$52
30550	Highlander	$52
28298	Highlander 2	$52
28309	Highlander 3	$52
28306	Iron Soldier 2	$52
30555	Myst	$53
28294	Primal Rage	$58
30553	Robinson's Requiem	$52
31600	Space Ace	$52
28305	W. Gretzky Hockey	$57

GENESIS

10702	Genesis Core	$99
31452	Per4mer	$70
29430	6 In 1 Cartridge	$45
29226	Battletech	$52
29457	Bugs Bunny	$45
28104	Casper	$57
29451	College Slam	$62
10937	Comix Zone	$54
29311	Earthworm Jim 2	$59
32531	FIFA Soccer '96	$56
28078	F Thomas Baseball	$62
28087	Garfield	$58
10527	Izzy's Quest	$52
31453	J Madden NFL '96	$56
28106	Lobo	$56
29427	Maximum Carnage 2	$56
28085	Minnesota Fats	$51
28105	Mission Impossible	$56
28071	Mortal Kombat 3	$64
32530	NBA Live '96	$54
28093	NFL QB Club '96	$62
31523	NHL '96	$56
10308	Phantasy Star 4	$77
28068	Pocahontas	$56
10940	Primal Rage	$59
31287	Prime Time NFL	$58
29567	Shining Force 2	$65
29587	Star Trek: TNG	$49
31521	Toy Story	$63
28092	Vector Man	$51
10939	Weaponlord	$58
29685	World Heroes	$46
28096	Zoop	$44

SEGA CD

33573	Corpse Killer	$52
33574	Earthworm Jim	$51
28112	Lunar 2	$49
33572	Monkey Island	$28
30951	Mortal Kombat	$45
33578	NHL '94	$52

32X

28986	BC Racers	$52
28987	Brutal	$52
29008	Knuckles Chaotix	$58
10197	Mortal Kombat 2	$59
28981	NBA Action w/David Robinson	$58
28990	NFL Football	$65
28996	Primal Rage	$58
33560	Spider-Man: Web Of Fire	$58
28993	Virtua Fighter	$58
28980	WWF Wrestlemania	$62
28995	World Series Bsball	$59

GAME GEAR

29056	5 In 1 Fun Pack	$31
33552	Bugs Bunny In Double Trouble	$29
29113	Frank Thomas Big Hurt Baseball	$38
29117	J. Madden NFL '96	$34
29118	NHL Hockey '96	$34
32549	PGA Tour '96	$34
29069	Primal Rage	$39
32718	Sonic Drift 2	$30
32719	Sonic Labyrinth	$30
29055	Urban Strike	$37

SNES

10700	SNES System w/Ken G Baseball	$130
32720	Per4mer	$70
28157	Boogerman	$58
10373	Brainies, The	$47
31385	Breath Of Fire 2	$56
28145	Chrono Trigger	$68
28404	College Slam	$62
28242	Donkey Kong 2	$61
28492	Earthworm Jim 2	$59
10448	Final Fantasy 3	$65
28138	F Thomas Baseball	$65
28236	Int'l Superstar Soccer 2	$46
31900	J. Madden NFL '96	$56
28166	Killer Instinct	$66
31392	Lobo	$56
31398	Marvel Super Heroes	$54
28583	Mechwarrior 3050	$57
10251	Mortal Kombat 3	$64
33563	NBA Give'n Go	$47
31899	NBA Live '96	$56
31393	NFL QB Club '96	$64
33564	NHL '96	$56
28243	P.T.O. 2	$60
28609	PGA Tour '96	$60
31378	Power Piggs	$53
10942	Primal Rage	$62
28142	Realm	$53
28235	Tecmo Super Bowl 3	$62
31546	Toy Story	$65
28234	WWF Wrestlemania	$65
28241	Waterworld	$57
28171	Wayne Gretzky: NHLPA All-Stars	$59
31386	Yoshi's Island: Super Mario 2	$62
31396	Zoop	$45

VIRTUAL BOY

33557	3-D Tetris	$38
29907	Galactic Pinball	$37
29906	Mario Clash	$38
32725	Nester's Funky Bowling	$38
32723	Panic Bomber	$38
29901	Red Alarm	$37
29904	Teleroboxer	$37
32724	Vertical Force	$38
29902	Virtual League Baseball	$39
32552	Warioland	$45

GAME BOY

29456	Astroids & Missle Command	$30
29374	Centipede & Millipede	$30
10300	College Slam	$32
29491	Defender & Joust	$30
29524	F Thomas Baseball	$31
29483	Galaga & Galaxian	$30
29501	Killer Instinct	$35
33565	Kirby's Dreamland 2	$30
29509	Mortal Kombat 3	$34
29516	NBA Live '96	$32
29503	NHL Hockey '96	$34
29382	PGA Tour '96	$33
29469	Primal Rage	$32
33554	Toy Story	$33
29467	Urban Strike	$32

CRAVE Will Buy Your Used Games+Systems! Call For More Info.

MAKE YOUR OWN FORM...INCLUDE:PRODUCT #, DESCIPTION & S & H CHARGES:
•All U.S. Orders Add $6 •Game Systems Add $16
•All Foriegn Orders Add $8 •Game Systems Add $20
SEND ORDERS TO: CRAVE PO BOX 26370, DEPT 502 ST. LOUIS PARK, MN 55426
PHONE: (612) 942-9920 FAX: (612) 942-5341 EMAIL: CRAVE2RB@AOL.COM
OPEN M-SAT. 9-9 SUN. 10-7 MOST ORDERS SHIPPED 2nd DAY AIR

CRAVE
Division: Rockabilia, Inc.

PlayStation
CAPCOM

#32697
Street Fighter Alpha
$52

SEGA SATURN
THE HORDE

#29777
The Horde
$45

PlayStation
GEX

#29833
Gex
$52

SEGA SATURN

#33938
J. Bazookatone
$51

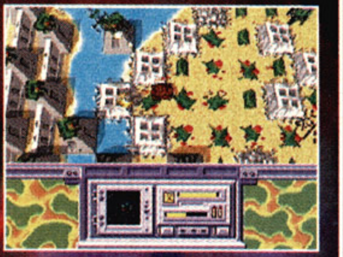
RETURN FIRE
•MAPS O' DEATH•

By Johnny Ballgame

If you're getting tired of Return Fire, the add-on Maps O' Death breathes new life into the year-old game, offering more than 100 fresh levels filled with the carnage and insanity Fire fans love.

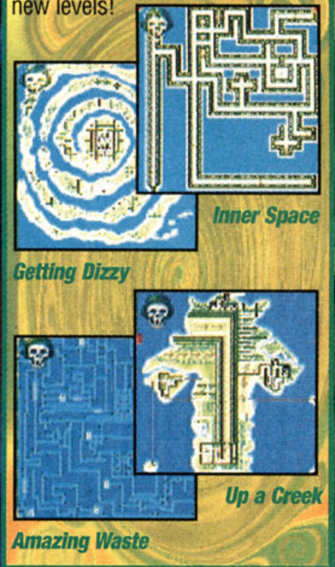
Great gameplay is enhanced by crazy maps and endless enemies. The sound booms with magnificence and the graphics include minute details like helicopters blowing into pieces and scattering in the water.

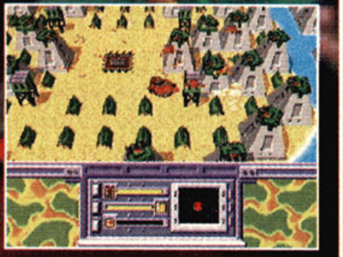
A day without playing Maps O' Death is like a day lived in infamy. G



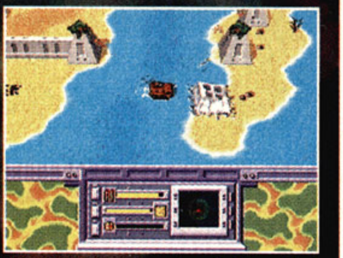
Killing soldiers might not win the game, but it increases the fun!

Check out some of the hottest new levels!





PROTIP: In areas where you're surrounded by enemies, take out one side first, so you have an escape route later if necessary.



PROTIP: Cross water in the shallow light-blue section as an alternative to using a bridge.

Maps O' Death by Prolific

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	4.5	INT. Intermediate

$29.95
CD
Available now
2 players
100+ levels
¾-overhead view
Passwords
Not rated by the ESRB
3DO rating: Guidance for 17 and under

CREATURE shock

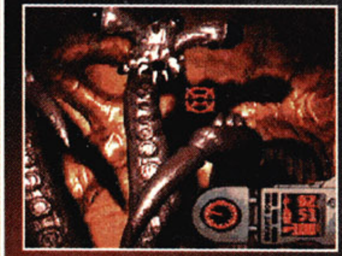
By Captain Squideo

Variety is the spice of life, and variety is all that spices up this routine shooting game.

Creature Feature

This two-disc game gives you five missions with three distinct styles of gameplay: Total Eclipse-style canyon skimming, Doom-style corridor stalking, and Virtua Cop-style shooting galleries. All the missions have sci-fi themes as you venture to Saturn, explore the insides of alien ships, and shoot it out with toothy aliens.

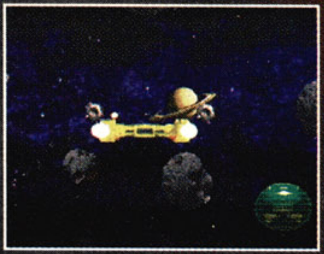
Unfortunately, the controls don't bring enough life to this planetary party. You have only one weapon for each mission, so this is mostly a one-button game. Also, the cursor moves too sluggishly and shots are fired too slowly for you to meet the challenge of the many ships and creatures obstructing your way. You know where to shoot and when, but you still won't be able to nail the slowly advancing slug in front of you.



PROTIP: Onboard the alien ship, the creatures have only one weak spot. Aim for this slug's eyes.

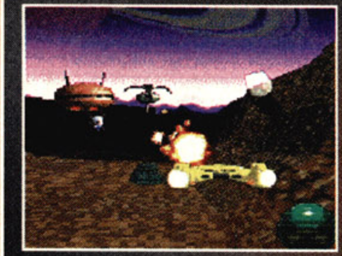
Shock to the System

The sounds and graphics don't add much drama. What should have been intense alien screams and a stirring soundtrack are instead just interesting groans and bland background music. The graphics are inconsistent: The flying sequences seem pixelated and undetailed, but the weird creatures in the corridor levels are quick and imaginative.



PROTIP: When flying to Saturn, dodge the asteroids. Don't waste time trying to shoot them.

Creature Shock won't do anything too shocking or too stimulating to capture your imagination. The gameplay may change, but your interest level won't. G



PROTIP: Stay low as you fly through Tethys; most enemies float above you.

Creature Shock by Virgin

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	2.5	2.5	ADJ. Adjustable

$44.95
CD
Available now
Shooter
1 player
5 missions
First-person view
Multiscrolling
Not yet rated by 3DO

Flamin' Yawn trashed my house.
Psycrow stole my lady.
I've got a backpack full of snott.
This ain't gonna be no picnic.
EARTHWORM JIM 2
http://www.playmatestoys.com.
Playmates Interactive Entertainment, Inc.
16200 Trojan Way
La Mirada, CA 90638
(714) 562-1743
SUPER NINTENDO ENTERTAINMENT SYSTEM
GENESIS
PC CD-ROM
Shiny
SEGA SATURN
KIDS TO ADULTS K-A AGES 6+
This official seal is your assurance that this product meets the highest quality of standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with your SEGA System.
OFFICIAL SEGA SEAL OF QUALITY

Earthworm Jim2™ ©1996 Shiny Entertainment, Inc. All rights reserved. Characters created by Douglas TenNapel. Sega, Genesis and Sega Saturn are Trademarks of Sega Enterprises Ltd. All Rights Reserved. Nintendo and Super Nintendo Entertainment System are Registered Trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

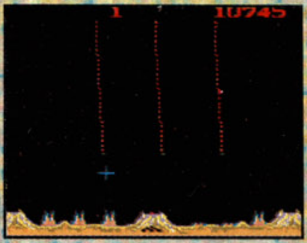
Arcade CLASSICS

By Tommy Glide

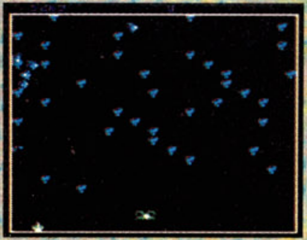
Want wave after wave of action with Centipede and Missile Command? Then look here, but don't bother with Pong.

Centipede is a shooting pleasure. All the spiders and scorpions remain intact; likewise, the colorful graphics and the blasting sound effects have been accurately reproduced. Missile Command, however, looks and sounds like the Atari 2600 version. Pong gives you a tough computer opponent, but it's the same black-and-white blips that quickly get boring.

Centipede alone is not reason enough to pick this game up. But if you're a sucker for the classics, you get a good variety of games on this cart.



PROTIP: In Missile Command, don't target missiles headed for cities that are already destroyed.



PROTIP: It's easy to pick off centipedes when they're coming down the side of the screen in a row.

Game Gear Game Profile
Arcade Classics by Sega

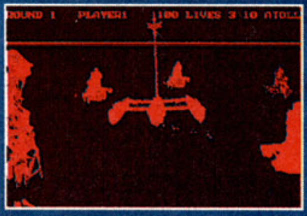
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.5	3.5	4.0	Adjustable

$29.99
4 megs
Available now
Shooter/Pong
2 players (alternating)
Multiple views
ESRB rating: Kids to Adults

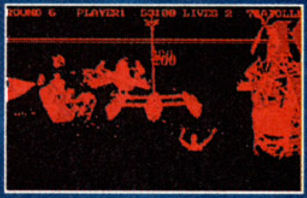
Waterworld

By Sir Garnabus

As the cannon-bearing Mariner from the movie, you patrol the waters of the future, shooting enemy jet-skis and boats. That is, if the game's slow controls and bad collision detection don't stop you first.



PROTIP: Keep moving to avoid being hit from behind by Smokers.



PROTIP: Circle around the outside of the Atolls. Smokers converge on the center, making it a major collision site.

Repetitive sights pollute the water. Identical enemies and victims appear in every level. Waterworld is a 3D game, but a distant sunset provides the only background, which neutralizes the effect. Generic cannon fire and pingy warning sounds blend with synthesized sax and keyboard music.

A bad film makes for an even worse game in this boring shooter. Waterworld is a Virtual Boy's wet-nightmare.

Virtual Boy Game Profile
Waterworld by Ocean

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.5	3.0	2.5	2.0	Intermediate

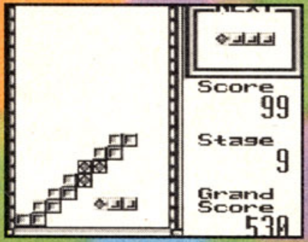
$59.95
16 megs
Available now
Shooter
9 players
Behind-the-boat view
Infinite levels
ESRB rating: Kids to Adults

Tetris Blast

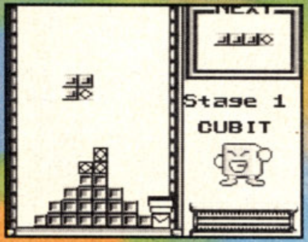
By Coach Kyle

Nintendo adds new twists to its classic puzzler to make it better than ever. As in earlier versions of Tetris, you position blocks as they fall into a vertical shaft. A new Fight mode adds cute enemies who sabotage your efforts. Also new are mega bombs, which destroy enemies and rows of blocks. These new features add intrigue to what was already a fun concept.

The familiar Tetris graphics are better and sharper than ever, especially with the Super Game Boy backgrounds. The sounds are also more varied than in previous games. The controls are better, too, because now you can easily slide blocks once they land. Add varied difficulty settings and Training mode, and Tetris Blast is a blast.



PROTIP: Use your slide move to fill in awkward holes beneath overhanging blocks.



PROTIP: Group four bombs to make a mega bomb.

Game Boy Game Profile
Tetris Blast by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	5.0	5.0	Adjustable

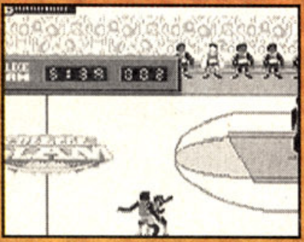
$29.95
4 megs
Available now
Puzzle
2 players (with Game Link Cable)
Side view
ESRB rating: Kids to Adults

College Slam

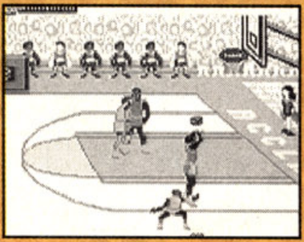
By Greasy Gus

College Slam, the world's biggest rip-off of NBA Jam, is now (barely) a Game Boy cart.

Like the 16-bit titles of the same name, it's two-on-two hoops with a Practice mode added – but there's no difficulty setting, and the computer plays a physical game.



PROTIP: Don't trap yourself between your opponent and the sideline. The computer usually steals the ball.



PROTIP: If you have a solid point guard, use him for all the three-pointers.

Both the graphics and sound suffer. While the stiff sprites are good-sized, the weak color palette makes it easy to confuse your team with the opposition. The music is okay, but the effects are weak.

The player control is decent, but it's annoying to use the Start button for Turbo. In brief, don't play ball on this court.

Game Boy Game Profile
College Slam by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
				INT.
2.5	2.0	2.5	2.0	Intermediate

$29.99
4 megs
Available now
2-on-2 basketball
1 player
44 college teams
Side view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

THIS ONE YOU'VE GOTTA HAVE!

"BEST CHARACTER,
BEST ANIMATION,
BEST SOUNDTRACK"
1996 VIDEO GAME BUYER'S GUIDE

"A+"
ENTERTAINMENT WEEKLY,
NOVEMBER 17, 1995

"1995 MEGAWARD"
GAMEFAN, JANUARY 1996"

"GAME OF THE MONTH"
ELECTRONIC GAMING MONTHLY,
SEPTEMBER 1995

"BEST GRAPHICAL
ADVENTURE"
DIGITAL TURF TV

"1995
PARENTS' CHOICE AWARD"

"BEST JAGUAR GAME"
1995 ANNUAL GAME PLAYERS AWARD

AVAILABLE NOW FOR PC CD-ROM

RUNS ON
Win'95 and
Windows 3.1

PlayStation SEGA SATURN JAGUAR 64-BIT KIDS TO ADULTS K-A AGES 6+

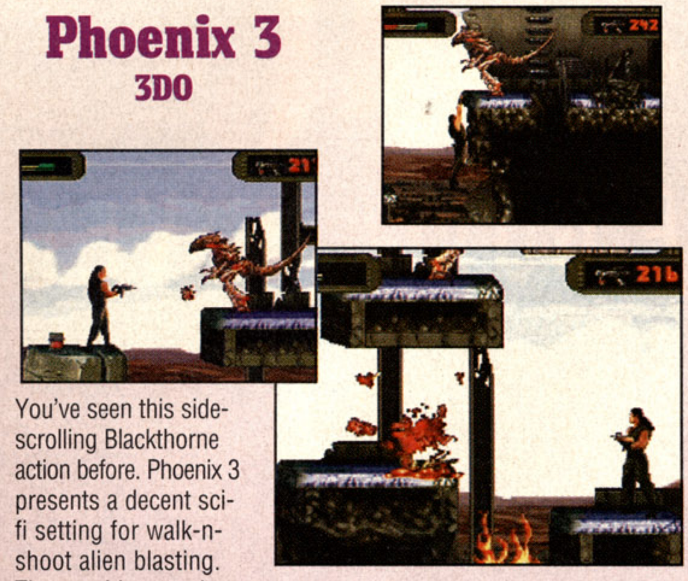
For information, call: 1-800-Ubi-Soft or visit us on the web at: http://www.ubisoft.com

© 1995 Ubi Soft Entertainment, Inc. All rights reserved.
All other trademarks are the property of their respective holders.

Ubi Soft
ENTERTAINMENT

Quick Hits

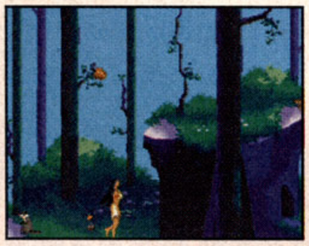
Phoenix 3
3DO



You've seen this side-scrolling Blackthorne action before. Phoenix 3 presents a decent sci-fi setting for walk-n-shoot alien blasting. The graphics are detailed, but the characters have choppy movements. Gushy sound effects and extreme gore when the aliens explode are the best features. Not bad, but nothing new, either. *(By Studio 3DO)*

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.0	3.0	ADJ. Adjustable

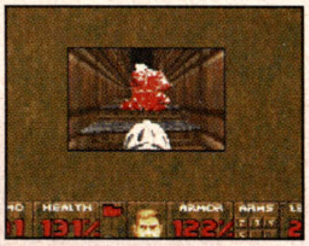
Pocahontas
Genesis



Animation fans and younger players will love this gentle, slow-moving game. Lithe Pocahontas walks and swims through gorgeous pastoral settings, helping her animal friends and absorbing their powers. Easy puzzles provide the challenge but gameplay is not as exuberant as Disney's Aladdin. Pocahontas is good Disney fun for novices. *(By Disney Interactive)*

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.5	BEG. Beginner

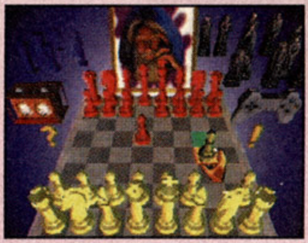
Doom
3DO



Doom lands on the 3DO with a thud. This version is awful, if just for the fact that you can only get fluid gameplay by shrinking the window to the size of a stamp – any bigger and the picture gets so choppy, it's unplayable. The sound and controls are average, but this is the worst console version of Doom so far. *(By Art Data Interactive)*

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	1.0	1.5	ADJ. Adjustable

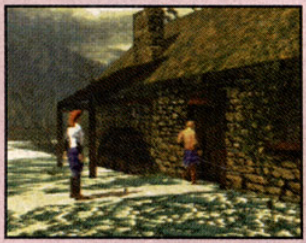
The Chessmaster 3D
PlayStation



Chessmaster is a challenging but dreary take on the classic strategy game. The slow CD access time and inaccurate controls are vexing, but chess fans will enjoy the challenging chess engine and the variety of features, including 12 computer opponents, head-to-head mode, and time controls. Kasparov took on Deep Blue; you can challenge the Chessmaster. *(By Mindscape)*

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	4.0	INT. Intermediate

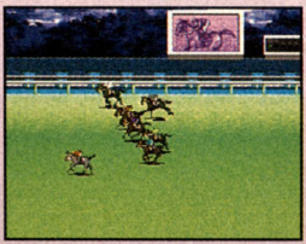
Dragon Lore
3DO



Dragon Lore is a full-screen, action RPG. Smooth, rendered 3D animation and voice clips accompany the great mythological storyline to make up a well-rounded game. RPG fans will enjoy the attention to detail as well as the intuitive motions and menus, but slow access time is one of the few setbacks. *(By Mindscape)*

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.0	INT. Intermediate

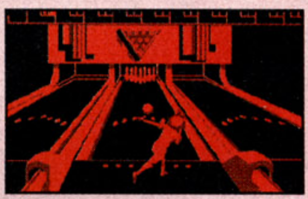
Winning Post
Saturn



Koei is back with yet another sim, this time in the high-yield field of horse racing. Unfortunately, this arena is neither very exciting, nor very good sim material. Watching other horses race (you have no control over the races) and breeding ponies has no place on a high-end next-gen system. Try PTO with real film footage. *(By Koei)*

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	2.5	2.0	INT. Intermediate

Nester's Funky Bowling
Virtual Boy



Nester's Funky Bowling is challenging and fun at first, but after a few games, the strikes come easier and the difficulty level never increases. Character animation and funky music spice up the gameplay; however, after a couple of frames even these become repetitive. The controls are accurate but limited. Although it's spare, it doesn't strike out. *(By Nintendo)*

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.0	2.5	INT. Intermediate

Download the Demo
http://www.returnfire.com

TAG, YOU'RE DEAD

RETURN FIRE™

Don't just stand there. Return Fire on PlayStation, Saturn and Windows 95.

Your front line looks like Swiss cheese, and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia video, and a killer stereo soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

Destroy. Destroy. Destroy.

PlayStation

PC CD-Rom

Saturn

3DO

For Tips and Hints, dial 1-(900)-CallTip $.90/min. (recorded). Must be 18 or older, or have parental permission. Touch-tone phone required.

KIDS TO ADULTS K-A AGES 6+

Prolific

Designed for Microsoft Windows 95

Created and Designed by Baron R.K. Von Wolfsheild • Developed by Silent Software, Inc. • Co-Produced by Prolific Publishing, Inc.

RETURN FIRE is a trademark of Silent Software, Inc. © 1995. Licensed to Time Warner Interactive. Microsoft and Windows® 95 are registered trademarks of Microsoft Corporation. 3DO is a trademark of 3DO Company.

TIME WARNER INTERACTIVE™

All The Brutality, Carnage And Senseless Violence Of Darkstalkers.™

RATING PENDING
RP

TM

Only Darker.

Just when you thought the Darkstalkers had reached their ultimate evil, they're back with a chilling twist. Night Warriors ™ features new secret moves, multi-hit combos, dazzling animation and even shadier characters in the year's most eagerly anticipated release. Now, you'll have a terrifying encounter with 10 of your treacherous favorites while battling for your life with new or previously unplayable characters. So get ready to defend yourself against a world of deadly powers. You might survive to see the light.

Donovan
CHALLENGER
WINS
Hsien-Ko

CHALLENGER
44

NIGHT WARRIORS™

CAPCOM®

© CAPCOM CO., LTD. 1996 © CAPCOM U.S.A., INC. 1996. ALL RIGHTS RESERVED. Night Warriors is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM CO., LTD. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. This official seal is your assurance that this product meets the highest quality standards of Sega Saturn™ System. Visit CAPCOM's web-site www.capcoment.com

SPORTS PAGES

Newest Soccer Contender Fields a Strong Team

VR Soccer '96

By Tommy Glide

PlayStation

VR Sports' first entry fields the best-looking teams for the PlayStation so far. Providing easy playability and some of soccer's technical aspects, VR Soccer is good foot action for the middle-of-the-road fan.

Kick Off!

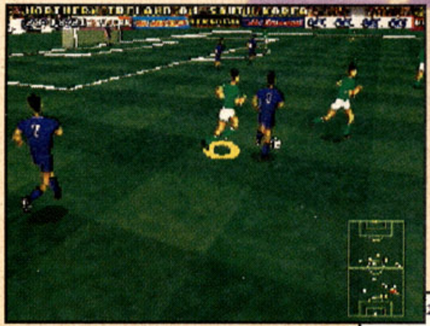
VR takes a gentle, realistic approach to the world's biggest sport, implementing more of the natural pace of soccer. The game offers Arcade and Sim modes, but the high energy and heavy tackling associated with an arcade feel are nonexistent. You need to utilize solid soccer strategy to put the ball in the net.

With 43 international teams, you can hit the field in a season, Cup tournament, exhibition match, or practice. There's no license to bring you real international players, though.

Controlwise, VR is easy to pick up and play, but it suffers when you leave behind automatic player switching and try your luck manually. And while it lacks most of FIFA's special moves, the game compensates with a fairly deep level of play. However, VR definitely could use the flash of a bicycle or rainbow kick.

Graphical Goal

Visually, VR decimates the competition. The large, polygonal characters move with motion-captured grace and are much smoother than the angular characters seen in Goal Storm. The camera scales and zooms superbly, giving you a great perspective on the impressive 3D stadium. The only drawback is that each member of the same team unrealistically has the same hair color.



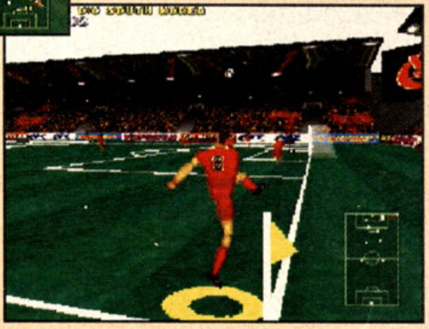
PROTIP: Tap ○ to muscle away the ball when in-close with an opposing dribbler.

VR Soccer '96 by VR Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.5	4.0	INT. Intermediate

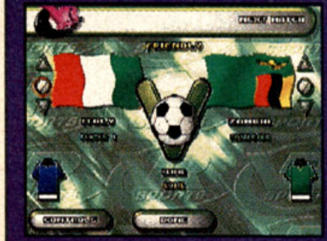
$59
CD
Available now
Soccer
43 international teams

2 players
Multiple views
6 save slots
ESRB rating: Kids to Adults

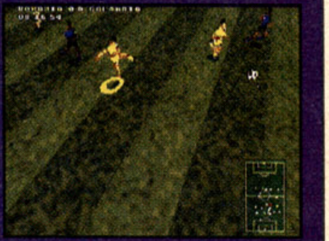


PROTIP: In the practice mode, work on getting the perfect lob (simultaneously press □ and ×, then release ×) on corner kicks.

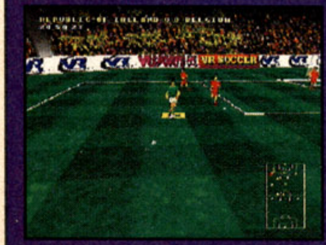
VR Soccer Tips



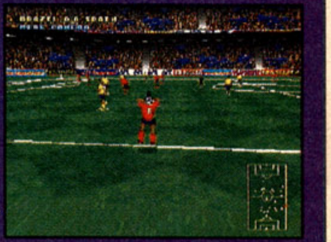
PROTIP: Beginners should play as Italy against Zambia for an easy first match.



PROTIP: If you're having trouble maneuvering into scoring position, put more men on the forward line and kick long, high passes from the backfield.



PROTIP: When you see the square highlighted under your wing, press □, and your man will automatically attempt to chip the ball into the net or to one of your teammates in front.



PROTIP: Your computer opponent is pretty lousy at throw-ins, so cover him closely, and you can usually steal the ball.

The sounds win by a small margin. You get a witty English commentator who sometimes repeats himself and very realistic crowd noise. The ref's whistle shrills loudly, but other onfield noises, like the muted tackles, could have been pumped up.

Off the Post

Despite some flaws, VR blends FIFA's strategy with the sharp views and simple controls of Goal Storm, making it the best all-around PlayStation soccer game available. Another solid contender, Adidas Power Soccer from Psygnosis, is due out this summer. But if you're ready to kick in some dough for a soccer title now, you'll get the most boot for your buck with VR '96. ■

Bottom of the 9th

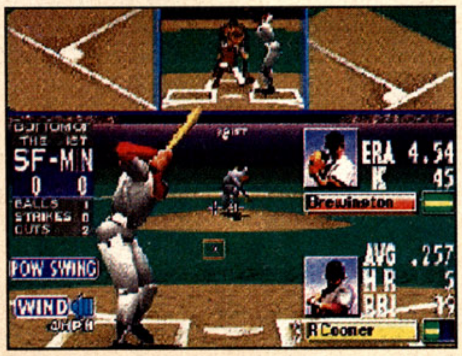
By Air Hendrix

PlayStation

At last, solid baseball arrives on the PlayStation. Despite the hard-to-learn controls and minor-league graphics, Bottom of the 9th delivers tough but fun sim-style action.

Play Ball!

Bottom of the 9th fills the dugouts with all the major-league players, but the teams are named by city only, which still works just fine. In eight fantasy stadiums, you hit the fields in Training, Exhibition, Season, or General Manager modes.

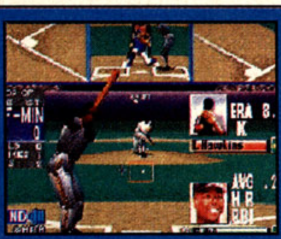

BOTTOM OF THE 1ST
SF-MIN
0 0
BALLS 1
STRIKES 0
OUTS 2
POW SWING
WIND
ERA 4.54
K 45
Brewington
AVG .257
HR 5
RBI 19
R Cooner

PROTIP: When pitching, aim as far away from the batter's cursor as possible to decrease his chances of contact.

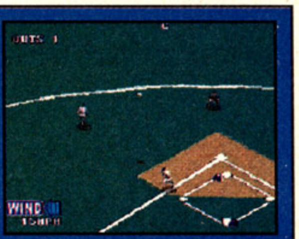
The tough A.I. eats you alive for the slightest errors, demanding a tight, strategic style of play that sim fans will love. Unlike World Series, 9th is no wussy homerfest.

Even pros will need major practice with 9th's unusual controls. Once you're up to speed, though, they clearly represent each batter's and pitcher's real-life abilities, building a realistic feel. The manual fielding goes too far, though, providing little indication of where the ball's headed.

Bottom of the 9th Tips


SF-MIN
ERA
K
AVG
HR
RBI
WIND

PROTIP: Most pitchers have only a few trademark pitches, so keep your batting cursor waiting in a likely location.



PROTIP: Begin moving your offscreen fielders into position as soon as the ball leaves the bat.

Virtua Baseball

Graphically, 9th goes for those trendy polygons, but they head foul with a look that's too chunky and unrealistic. Even worse, the screen's confusingly overcrowded with info and views. As with the controls, however, time and a little practice smooth over these rough edges. As far as sounds go, a clear, on-the-ball announcer tracks the action, and the respectable sound effects pull their weight.

Serious baseball fiends will enjoy this ballpark's authentic, challenging gameplay – at least until the next wave of PlayStation baseball games arrives this summer. ■

Bottom of the 9th by Konami

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.5	4.0	ADJ. Adjustable

Price not available
CD
Available April
Baseball

2 players
Multiple views
ESRB rating: Kids to Adults

SPORTS INSIDER PREVIEWS

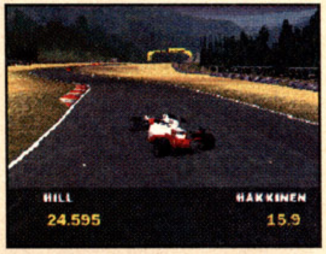
HANDS-ON

Formula 1 World Championship

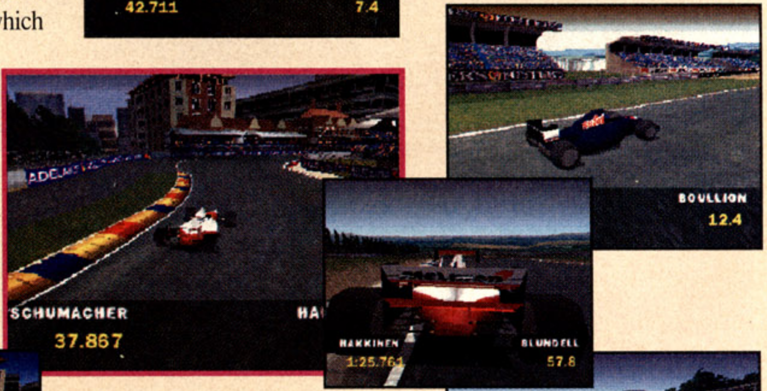
PlayStation

With the Formula 1 license in the bag, this wickedly fast racing game already performs well enough to qualify for a leading pole position on the PlayStation. The 17 tracks are carefully modeled after actual F1 circuits, and you'll also find 13 teams and 35 drivers straight out of the '95 season. The less complex Arcade mode provides fast, easily learned action, while Grand Prix mode presents true sim-style gameplay, which means you must learn racing dynamics and tactics, manage pit stops, and handle other real-life intricacies. Snazzy polygonal graphics, commentary by announcer Murray Walker, tunes by Joe Satriani, and bone-jarring sound effects give this racer all the gas it needs.— *Air Hendrix*

COULTHARD
42.711
HILL
7.4


HILL
24.595
HAKKINEN
15.9

Mobil 1
OULTHARD
1:33.557
PANIS
1:16.1


BOULLION
12.4
SCHUMACHER
37.867
HA
HAKKINEN
1:25.761
BLUNDELL
57.8

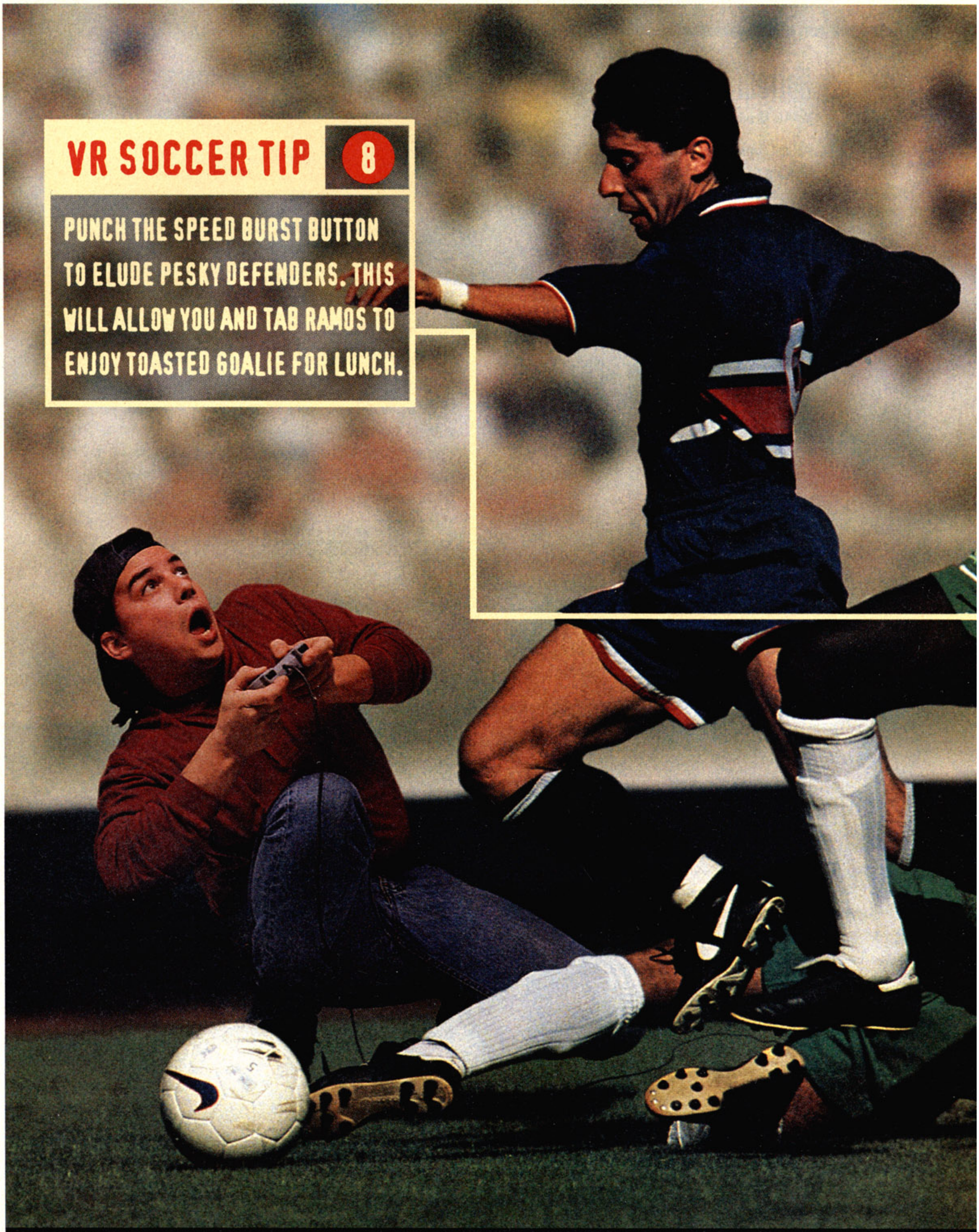
DRIVER SELECT
BENETTON - RENAULT
CONTINUE
SELECT
GO BACK
ARCADE MODE

SCHUMACHER
28.693
HILL
12.4

Developed by Bizarre Creations
Published by Psygnosis
Available July

60% COMPLETE

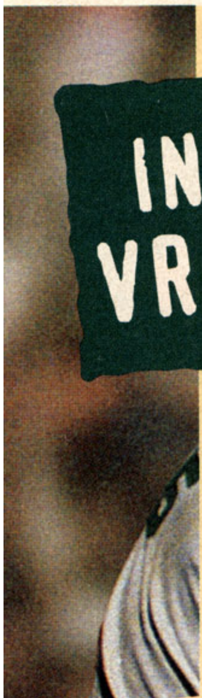
SCHUMACHER
42.711
BADOER
34.4


VR SOCCER TIP 8
PUNCH THE SPEED BURST BUTTON TO ELUDE PESKY DEFENDERS. THIS WILL ALLOW YOU AND TAB RAMOS TO ENJOY TOASTED GOALIE FOR LUNCH.

KIDS TO ADULTS
K-A
AGES 6+

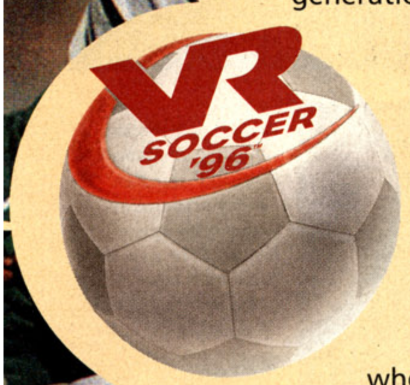
For more VR Soccer Tips and free demo, visit our web site at http://www.vrsports.com

Or, purchase a PC CD-ROM interactive preview at a participating retailer near you.

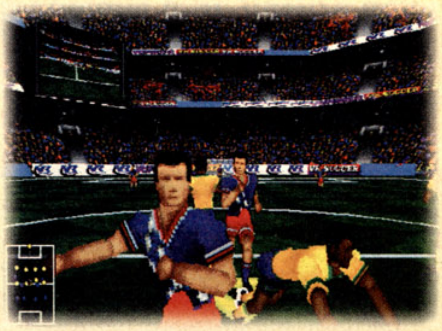


INTRODUCING VR SOCCER '96™

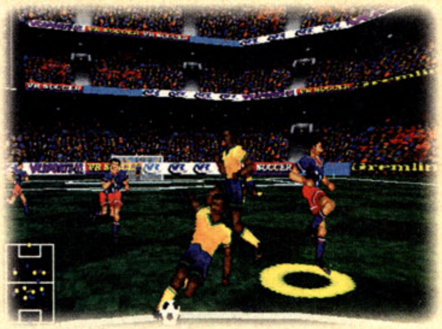
Where the bicycle kicks, the yellow cards and even the burnt goalies are for real.



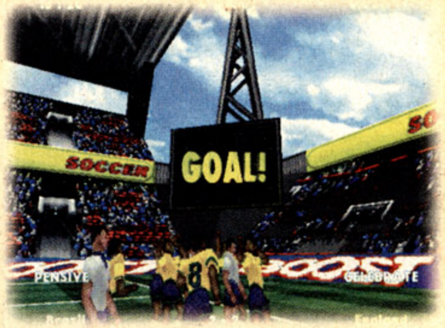
It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. *Video Games* magazine calls VR Soccer '96™ "The best 32-bit soccer game..." With smooth, fast camera action, it's the only soccer game you can play from anywhere and everywhere on the field. You can select from 44 international teams and play virtually any position. Plus, up to four players can play on one system with a network option for up to twenty players on the PC. VR Soccer '96™. Now this is a game you can get into.



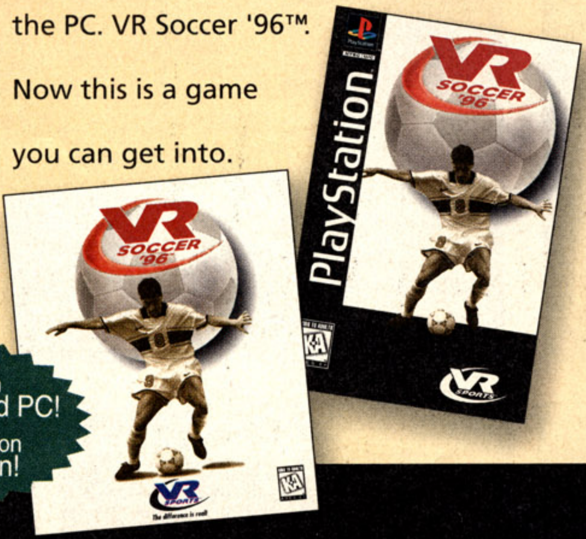
Virtual FieldVision™ allows you to play in real time from any camera perspective, including first person.



Interactive motion capture means you get real-time player movement with ultimate player control.



Realistic polygon-based figures that look and play like the world's best, because they are.



Available on
PlayStation and PC!
Coming soon on
Sega Saturn!

VR SPORTS™

THE DIFFERENCE IS REAL.™

CD ROM
DOS VERSION

PlayStation

Gremlin

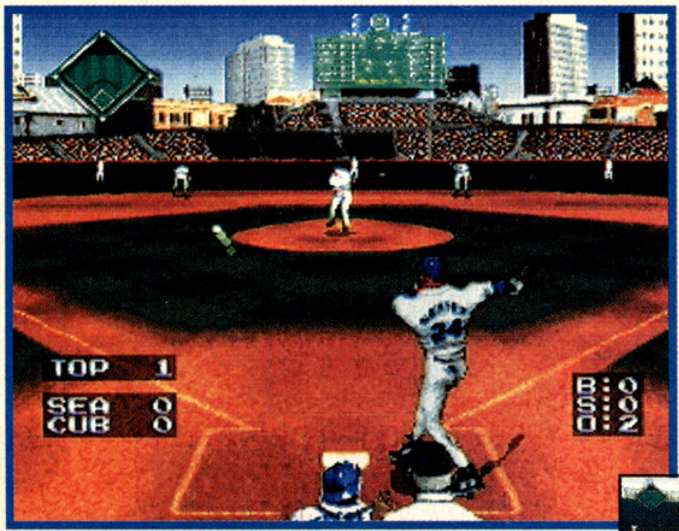
© 1996 Gremlin Interactive, Ltd. All rights reserved. VR Sports and VR Soccer '96 are trademarks of Interplay Productions. All rights reserved. Interplay is the sole publisher and distributor. Licensed from and developed by Gremlin Interactive, Ltd. PlayStation™ and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved.

FIRST LOOK

Ken Griffey Jr.'s Winning Run

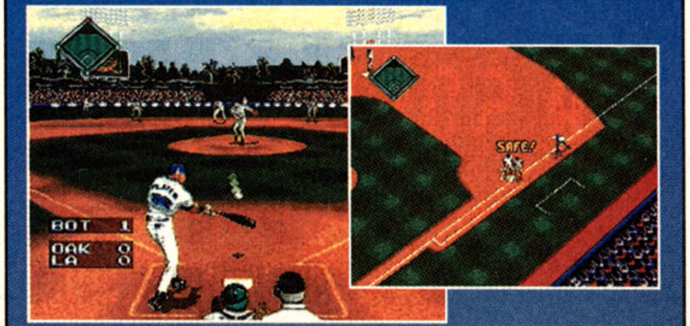
Super NES

By Air Hendrix

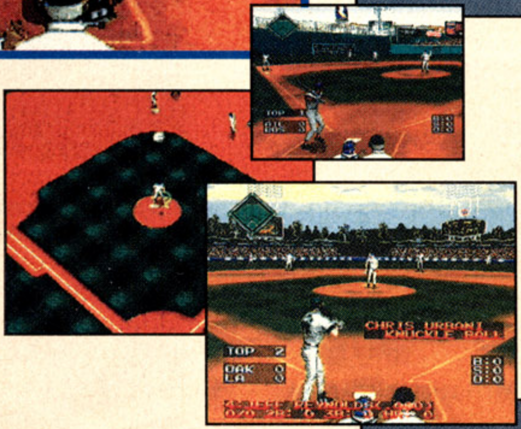


Winning Run's snazzy rendered graphics and deeper gameplay could crank out a 16-bit grand slam, but it's too early to make a solid call.

Gameplay



Winning Run steps up to the plate with most of the modern baseball necessities, including four modes, major-league teams and stadiums, adjustable fielder positioning, and trades. No real-life players, though. If the flashy arcade style of the first Griffey game turned you off, Nintendo's promising to deliver a sequel with more realistic, in-depth action. Only hands-on play time will tell the true tale, but Winning Run's headed in the right direction.



Draped with motion-capturing equipment, Mariners' star Ken Griffey prepares to swing so his movements can be used in Nintendo's new SNES and Nintendo 64 games.

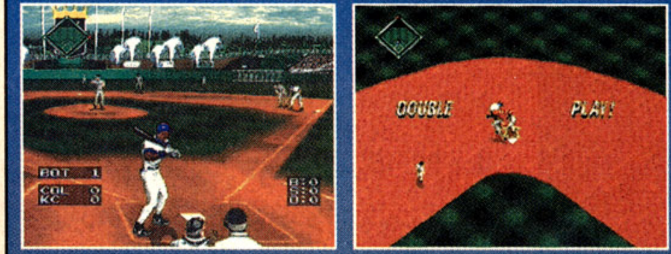
Developed by Rare
Published by Nintendo
Available June
80% COMPLETE

Controls

TOP 1
NYM 0
SEA 0

On the mound, pitchers pack three standard pitches (fastball, change-up, and curve) and one special pitch, such as a knuckleball. You can still steer the ball – within the bounds of realism and your pitcher's ability. Some tuning aside, batting and fielding work much the same way.

Graphics



This Griffey ditches the exaggerated, cartoony look of the first in favor of realistic, rendered 3D players and stadiums. Nintendo also built in some unique touches to simplify fielding: When the ball is hit, a white streak trails behind it, and when it lands, it kicks up a puff of dirt. Even on the basis of these early pictures, Winning Run looks like a promising fly ball that might leave the park.

NATIONAL
MARINERS
KEN GRIFFEY JR
STRIKE 2
YOU'RE OUT

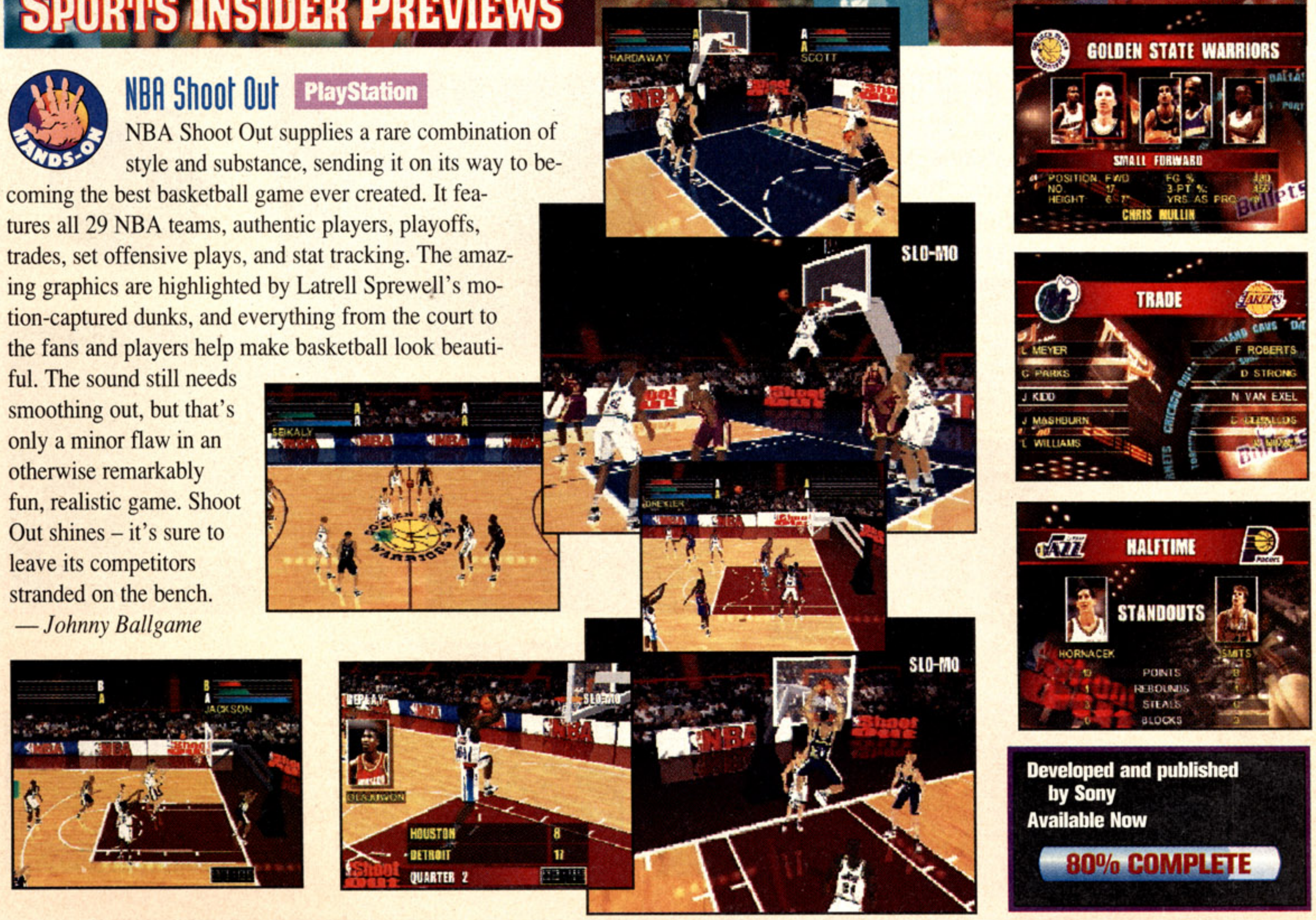
NBA Shoot Out

PlayStation

HANDS-ON

NBA Shoot Out supplies a rare combination of style and substance, sending it on its way to becoming the best basketball game ever created. It features all 29 NBA teams, authentic players, playoffs, trades, set offensive plays, and stat tracking. The amazing graphics are highlighted by Latrell Sprewell's motion-captured dunks, and everything from the court to the fans and players help make basketball look beautiful. The sound still needs smoothing out, but that's only a minor flaw in an otherwise remarkably fun, realistic game. Shoot Out shines – it's sure to leave its competitors stranded on the bench.

— Johnny Ballgame


HARDAWAY
SCOTT
GOLDEN STATE WARRIORS
SMALL FORWARD
CHRIS MULLIN
SLO-MO
TRADE
MEYER
PARKS
KIDD
MASHBURN
WILLIAMS
F ROBERTS
D STRONG
N VAN EXEL
HALFTIME
STANDOUTS
HORNACEK
SMITS
POINTS
REBOUNDS
STEALS
BLOCKS
JACKSON
OLAJUWON
HOUSTON 8
DETROIT 17
QUARTER 2
SLO-MO

Developed and published by Sony
Available Now
80% COMPLETE

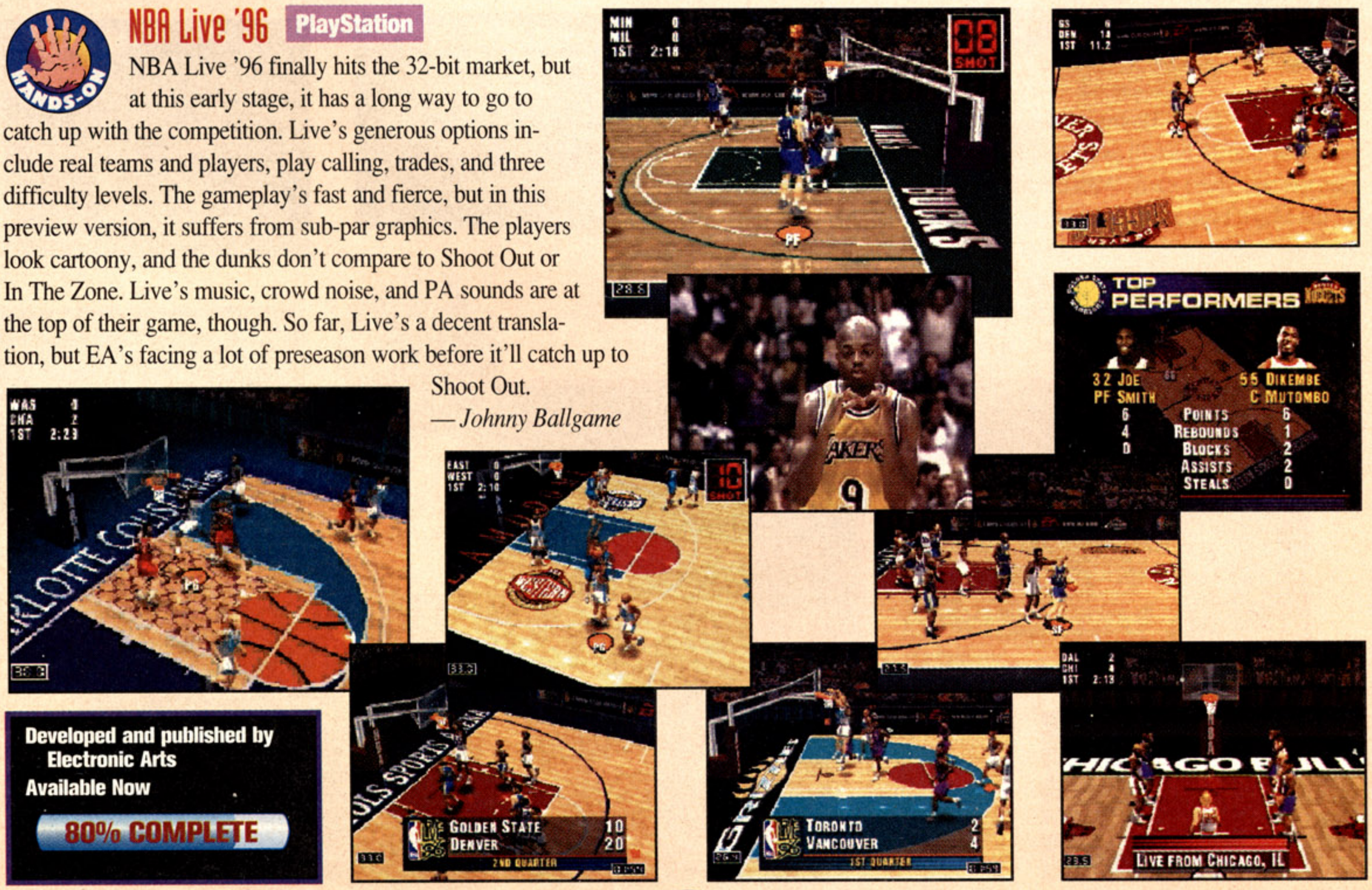
NBA Live '96

PlayStation

HANDS-ON

NBA Live '96 finally hits the 32-bit market, but at this early stage, it has a long way to go to catch up with the competition. Live's generous options include real teams and players, play calling, trades, and three difficulty levels. The gameplay's fast and fierce, but in this preview version, it suffers from sub-par graphics. The players look cartoony, and the dunks don't compare to Shoot Out or In The Zone. Live's music, crowd noise, and PA sounds are at the top of their game, though. So far, Live's a decent translation, but EA's facing a lot of preseason work before it'll catch up to Shoot Out.

— Johnny Ballgame

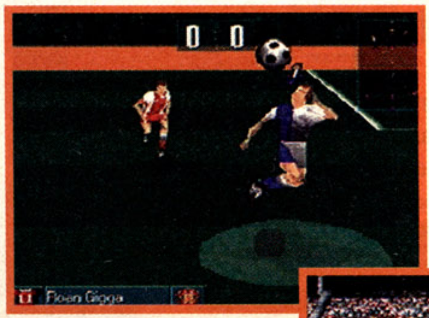

MIN 0
MIL 0
1ST 2:18
08 SHOT
TOP PERFORMERS
32 JOE SMITH PF
55 DIKEMBE MUTOMBO C
POINTS 6 6
REBOUNDS 4 1
BLOCKS 0 2
ASSISTS 2
STEALS 0
WAS 0
CHA 2
1ST 2:23
EAST 0
WEST 0
10 SHOT
GOLDEN STATE 10
DENVER 20
2ND QUARTER
TORONTO 2
VANCOUVER 4
1ST QUARTER
DAL 2
CHI 4
1ST 2:13
LIVE FROM CHICAGO, IL

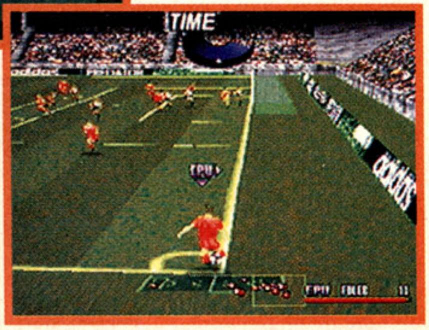
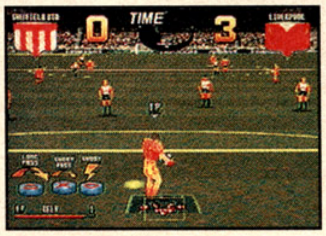
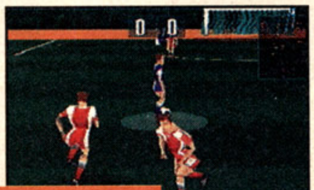
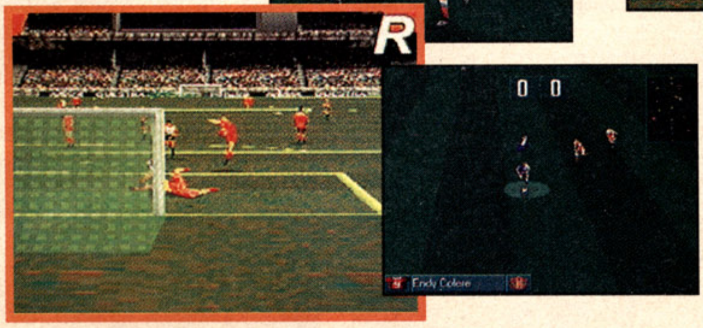
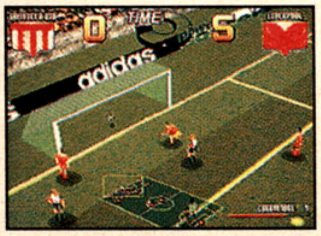
Developed and published by Electronic Arts
Available Now
80% COMPLETE

Adidas Power Soccer

PlayStation

Do we need any more 32-bit soccer titles? Unlike deflecting a soccer ball with your face, another game like Power Soccer won't hurt. This sporty sim combines the hard-core strategy and control depth of FIFA with the nice scaling graphics and easy playability of Goal Storm. Smooth scrolling, solid commentary, sharp polygonal sprites, and realistic motion-capture animation give this early version of Power Soccer a winning look. This game even includes some new dirty moves, like tugging your opponent's jersey when battling in-close for the ball. Special camera angles bring you right onto the field for corner and penalty kicks.
— *Tommy Glide*



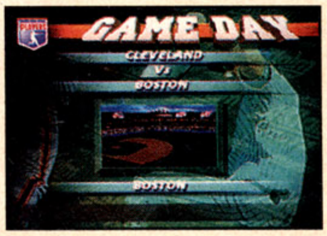






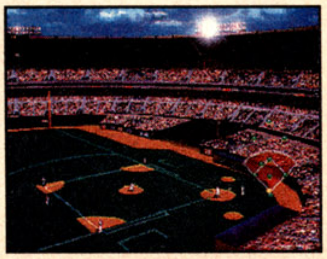
Developed and published by Psygnosis
Available Spring '96
50% COMPLETE

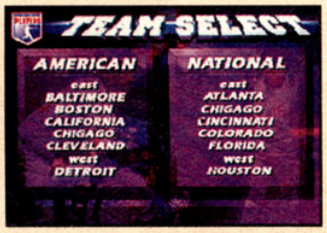
Frank Thomas "Big Hurt" Baseball

PlayStation

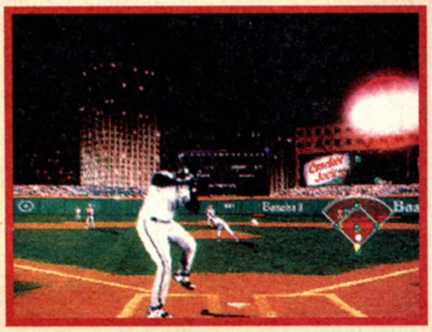
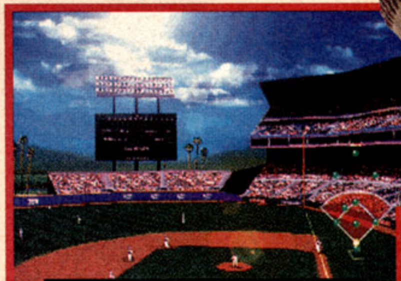
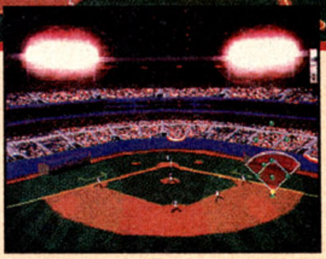
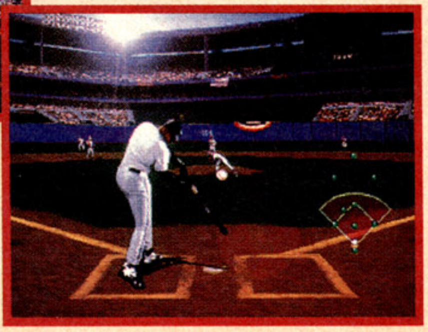
Frank Thomas slides into home on the PlayStation, and hopefully this 32-bit ball game will fare better than his poorly received Genesis and SNES carts. With the MLBPA license, you're guaranteed all the Major League players in their respective cities, but don't expect the team names and logos. Modes of play include Playoffs, All-Star, General Manager, Home Run Derby, and Batting Practice. Look for rendered 3D stadiums, a sharp photorealistic view of the batter's box, and Frank's own motion-captured swinging animation. — *Tommy Glide*






TEAM SELECT

AMERICAN	NATIONAL
east	east
BALTIMORE	ATLANTA
BOSTON	CHICAGO
CALIFORNIA	CINCINNATI
CHICAGO	COLORADO
CLEVELAND	FLORIDA
west	west
DETROIT	HOUSTON

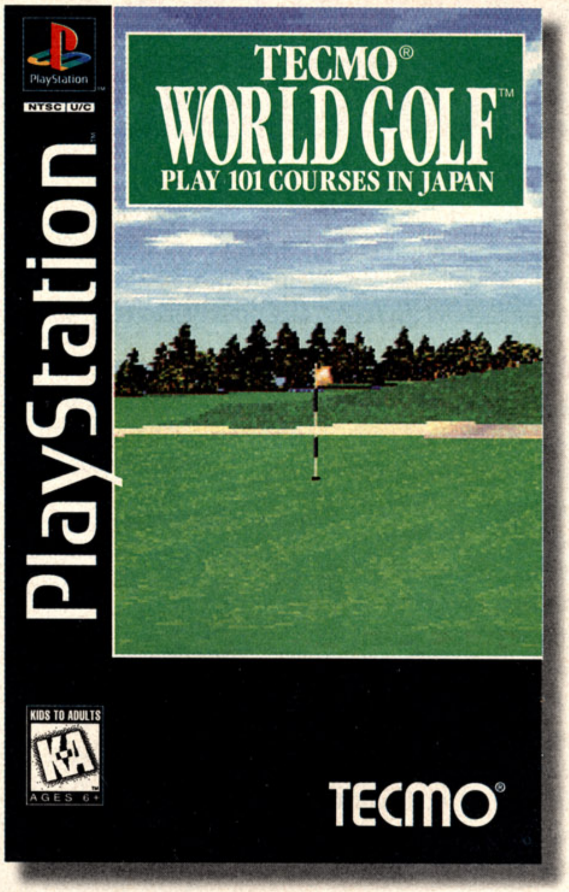
Developed by Iguana
Published by Acclaim
Available Spring '96
60% COMPLETE

Tecmo® Gives Great Golf

If you've ever dreamed about taking a super-deluxe golf vacation in a far-away land, dream no more. Because Tecmo® has recreated for you 101 of the finest actual golf courses in Japan. Tecmo® World Golf™ is the most realistic golf game ever programmed! Just check out these great golf features:

- 101 authentic golf courses; not just holes, full-sized courses.
- For one to four players.
- Pick from 4 male or 4 female players.
- Create and save (to a memory card) your own abilities as a player. (Ever wonder what it would be like to drive a 1- wood 350 yards? Well wonder no more.)
- On each shot you choose your club, your stance, your power, the point of impact and the direction of flight. How about that fade shot you've been working on? It's there.
- Play from different tee locations on each course.
- Every inch of terrain has been mapped, plotted and realistically rendered.
- There are so many features we would need a book, not an ad.
- There's no membership required, and you get whatever start time you want. We've even created a female Japanese caddie to keep your score and give you the verbal reinforcement you need like "Nice Approach", "Good Shot" and "Birdie!" if you're good enough.
- And enough other features to fill a golf cart.

Available in May



So, get ready to play the best golf of your life. In one of the most beautiful countries in the world. Only this time you'll see your favorite video game dealer, not your travel agent.

TECMO® SUPER BOWL™ FOR PLAYSTATION™ & SATURN™ COMING IN SEPTEMBER

WATCH FOR THESE TITLES AVAILABLE SOON FROM TECMO®

TECMO® WORLD GOLF™	GOLF	PLAYSTATION™
TECMO® STACKERS™	PUZZLE	PLAYSTATION™ & SATURN™
TECMO® SUPER BOWL™	**FOOTBALL**	**PLAYSTATION™ & SATURN™**
GALLOP RACER (Working Title)	HORSE RACING	PLAYSTATION™
KOKUMEIKAN (Working Title)	SIMULATION RPG	PLAYSTATION™
MONSTER FARM (Working Title)	SIMULATION RPG	PLAYSTATION™

© Tecmo, Ltd. 1996 TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION.
Sega and Sega Saturn are registered trademarks of SEGA. ©1995 SEGA P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501 Phone (310) 787-2900

ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MAY '96

SUPER MARIO RPG

Legend of the Seven Stars

By Scary Larry

There could be no better coupling of forces than Square Soft and Nintendo, and they bring years of expertise to Super Mario RPG. But does it hold up to the toughest RPG standards? If you like fast, funny action, and great rendered graphics, it does.

Plumb and Plumber

Mario has a lot of trouble with relationships. Once again, he's lost Princess Toadstool to evil fiends, and he's off to the Mushroom Kingdom to find her. In order to restore the kingdom, Mario has to find the Seven Stars, indeed a Super quest!

He's aided by spells, neat weapons, and friendly allies – the most surprising of which is Bowser. Mario finds several new companions (and some old ones, like Yoshi), but can take only three on his quest.

RPGers will be interested in the advancement of levels through combat. After acquiring a certain amount of experience points, you're allowed to increase either your Hit Points, Magic Defense, or Attack Power. You can build up your weapons and armor through the various shops.

Square Deal

Square's hand in this RPG is obvious. Great humor, lots of conversation, and extensive puzzle-solving flesh out the gameplay. And don't let the smooth taste fool you – the game may have a cute, child-like interface to it, but it's tough, with tons of strategy and side quests.

Added features, like Toadofasky's music levels, give the game a high replay factor.

There are also great-looking spells and rendered enemies like Goombas, Sky Troopas, and even Bob-ombs. And expect a surprise or two, like Donkey Kong and Yoshi making guest appearances!

Super Mario Whirl

From the rendered enemies to the rich cinematics, the graphics are stunning. Mario looks exactly like he did in the first Super Mario World for the SNES, and his companions each have unique graphical qualities (for example, Mallow literally jumps out of his shorts when he casts a spell).

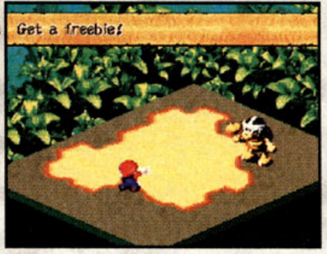
Super Mario RPG: The Legend of the Seven Stars by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

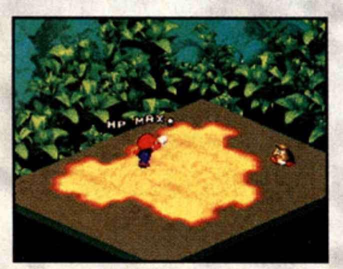
$74.99
32 megs
Available May
RPG
1 player
¾-overhead view
Multiscrolling
ESRB rating: Kids to Adults

General Tips

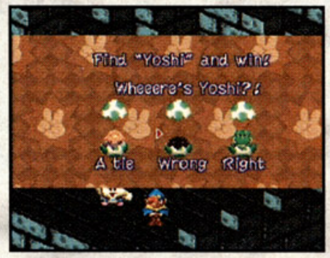
There are four ways to get free items when first battling. You can get freebies during combat when:



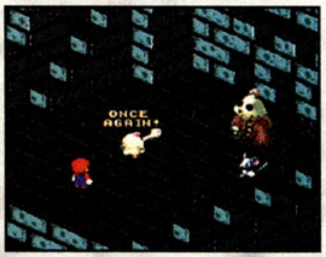
(A) you use an item;



(B) you get HP Max during combat;



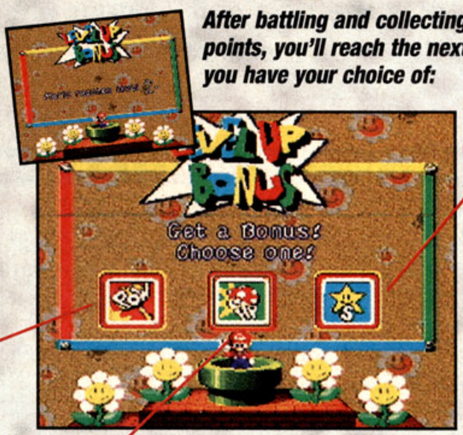
(C) you find a Get Lucky icon during battle, which lets you double your experience points after a battle; or



(D) you get an extra hit with the Once Again icon.

Level Up

After battling and collecting experience points, you'll reach the next level! Now you have your choice of:

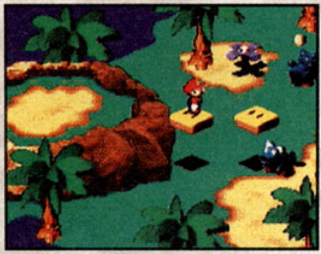


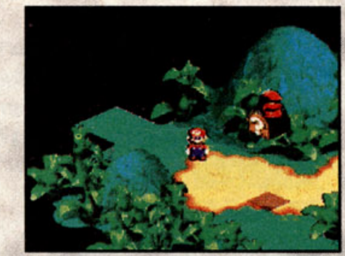
A ***Attack Power – Increase the level of attacks with weapons. This works well with Mario, and maybe Bowser. Leave Mallow and Geno out of this one for a while.***

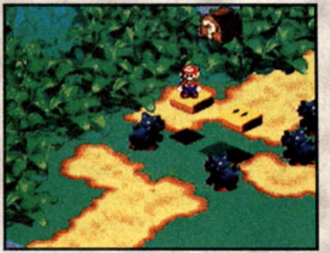
B ***Hit Points – Everyone benefits from higher Hit Points. Use this to build up Mario, and use it to build up others gradually.***

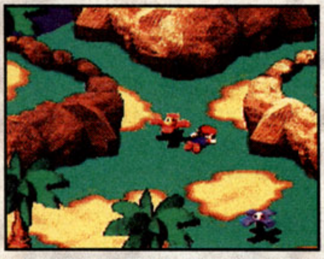
C ***Star Power – This increases the power of Magic, and lets a person use less Magic Points per spell. Perfect for magic casters like Geno and Mallow. Use this on Mallow after every other increase.***

Platforms and Treasure Chests


When you jump on the yellow platform squares, they stop moving.


Treasure chests abound, but some come with an enemy attached. If you're low on HP, revitalize before you attack. Don't get greedy.


If there is a treasure chest above the square, try to align the shadow of the square with the shadow cast by the treasure chest, then jump.

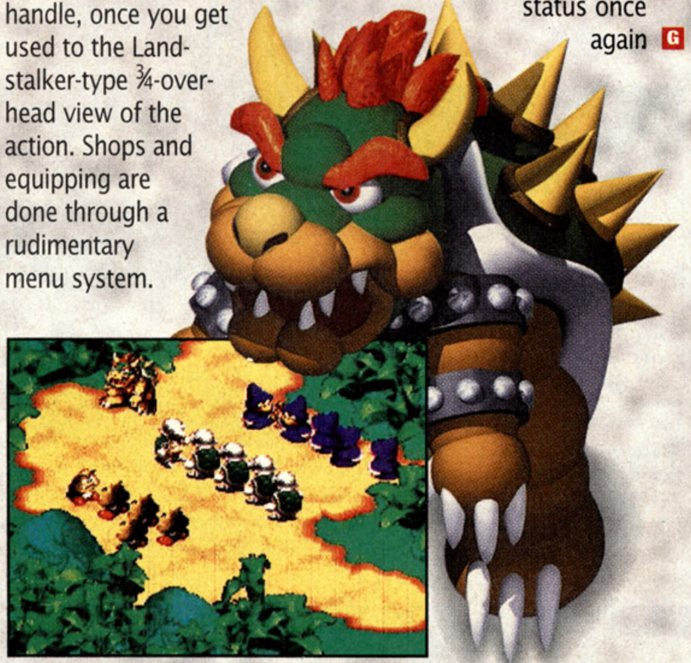

Beware of revolving flowers. They lead to other platforms, but if you stay on them too long, you'll get dizzy and fall off.

The music and sound effects redefine what can be done on a 16-bit system. Great symphonic orchestrations enhance the action.

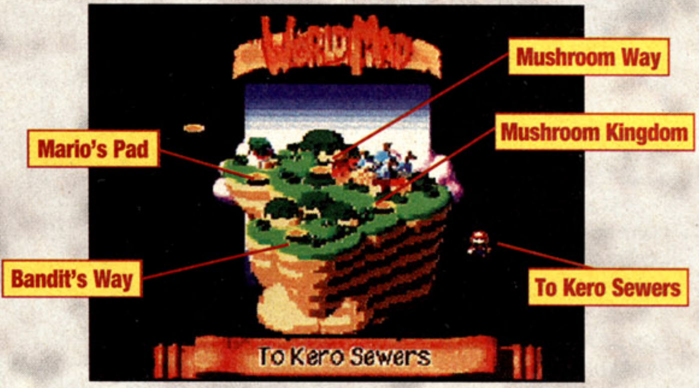
The controls on SMRPG are also fluid and easy to handle, once you get used to the Landstalker-type ¾-overhead view of the action. Shops and equipping are done through a rudimentary menu system.

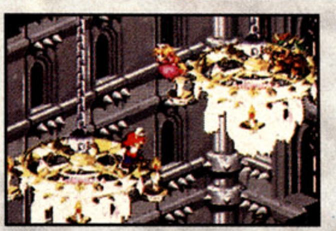
Take a Bowser

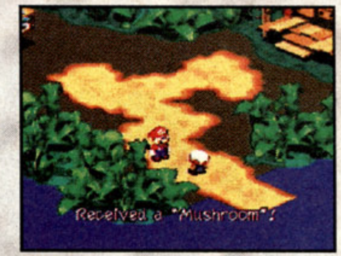
This fun, intriguing role-playing game should please diehard RPG fans as well as novice players. Once you pick this one up, you're hooked. Mario lives up to his Super status once again **G**


This month, we're starting you off with a brief installment of the Super Mario RPG: The Legend of the Seven Stars ProStrategy Guide. We'll keep the strategies coming every month until we beat the game!

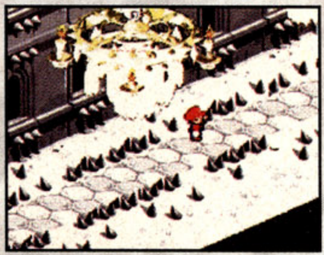
Part One: Introduction

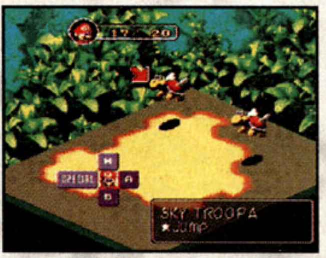



The game starts like they usually do for Mario. In one of the longest introductions ever for a game, you have to fight Bowser when he grabs the Princess.



You start at Mario's Place. You can always go there to be healed or to save your game.


Like most Square games, you have to find strategic ways to beat the bosses. Move the cursor to find alternate attack points, like the chains holding up Bowser.

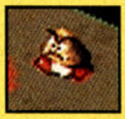


Now it's off to the Mushroom Kingdom to seek out the help of the king. Fight as many enemies as you can along the way to boost your experience levels.

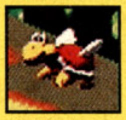
Enemies Among Us

On the way to the king, you fight a variety of smaller enemies, most of which can be done in with double hits.

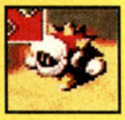
Goombas


One hit does the trick.

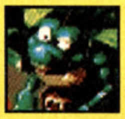
Sky Troopas

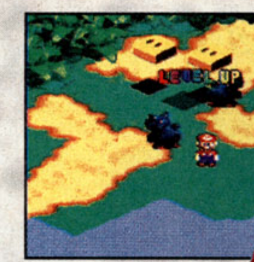

Another one-hit wonder

Spikey


Don't use a Jump attack, or you'll get stuck!

Frogog


These guys are a little tougher, so try stronger magic.

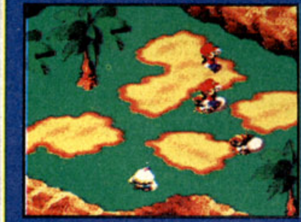


Once in a while you'll come across an Invincibility Star. Use it to wipe out as many enemies as you can, and you may be rewarded with a level-up!

MARIO

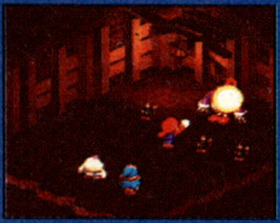
Mario's back, and he has a variety of special attacks and weapons to use.

Super Jump



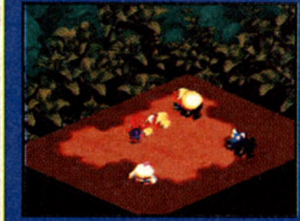
A more powerful Jump attack

Super Flame



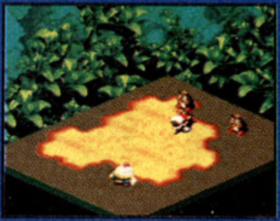
A more powerful Fire Orb attack

Fire Orb



A multiple hit attack, this one should only be used against bosses because it sucks up Star Points.

Jump Attack

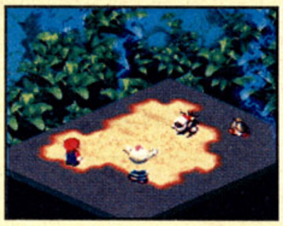


Very effective against weak enemies like Frogog. Also good against the bosses when all else fails.

MALLOW

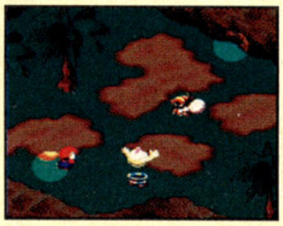
Mallow (as in Marshmallow) is a pudgy, magic-spewing friend that Mario meets in the Mushroom Kingdom. Short on courage but long on action, Mallow is a great backup for Mario.

HP Thunderbolt



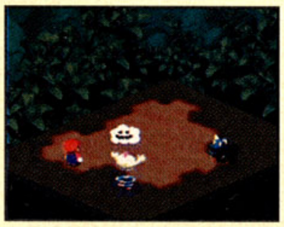
This important and powerful spell damages all the enemies in the opposing party, but it's weak against the undead.

Psychopath



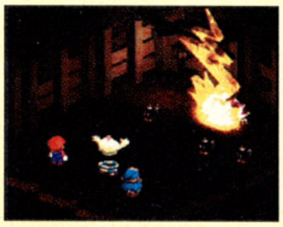
This spell lets you see how many hit points the enemy has. It also yields hidden items or information about the enemy.

HP Rain



This heals one person in the party at a time and yields about 30 hit points.

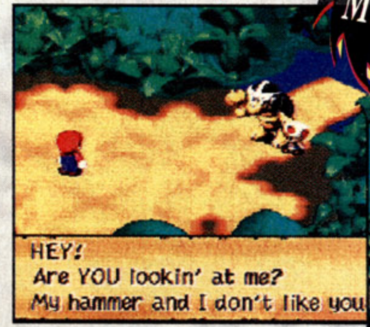
Shocker



A stronger thunder spell

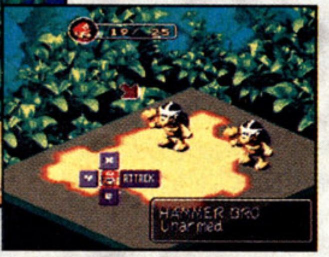
The Hammer Brothers

First Mini-Boss



HEY!
Are YOU lookin' at me?
My hammer and I don't like you

The Hammer Brothers are back to pester Mario, but they're not so tough this time. Use your standard jump attack, then a double hit, and they'll fall in no time.



You'll also get the Hammer for your own use! It's a great weapon and will do well until you acquire the Nok-Nok Shell.

Nintendo

1942	$5	Milons Sec Castle	$5
1943	6	Mission Imp	5
Adv Byu Billy	5	Monopoly	15
Adv Island	13	NARC	5
Anticipation	5	Ninja Gaiden	5
Astyanax	5	Ninja Gaiden 2	5
Back Futr	5	Operation Wolf	5
Bad Dudes	5	Pac-Man	25
Baseball	5	Paperboy	9
Baseball Smltr	5	Pinball	8
Baseball Stars	9	Platoon	5
Bases Loaded	5	Play Act Ftbl	5
Bases Loaded 2	5	POW	5
Bases Loaded 3	7	Pro Am Racing	5
Batman	5	Pro Wrestling	5
Battletoads	7	Punch Out	5
Bionic Commando	5	Rad Racer	5
Blades Steel	6	Rad Racer 2	12
Blaster Master	5	Rambo	5
Boy & His Blob	5	Rampage	5
Bubble Bobble	9	RBI Basbl	5
Burgertime	7	Renegade	5
Capt Skyhawk	5	Rescue Emb Mis	5
Castlevania	5	Rescue Rangers	6
Castlevania 2	5	Robo Cop	5
Castlevania 3	5	Roger Clemens Bsbl	5
Cobra Triangle	5	Roger Rabbit	5
Commando	5	Rush N Attack	5
Contra	5	Rygar	5
Deadly Towers	5	Section Z	5
Dick Tracy	5	Shadowgate	5
Donkey Kong Cls	19	Silent Service	5
Double Dragon	5	Simpsons-B vs SM	6
Double Dragon 2	5	Simpsons-B vs Wrld	7
Double Dribble	5	Skate Or Die 1	5
Dr Mario	7	Sky Shark	5
Dragon Warr	5	Snake Rattle	5
Duck Tales	6	Snakes Revenge	5
Excitebike	5	Solar Jetman	5
Faxanadu	5	Solstice	5
Fester's Quest	5	Spy Hunter	5
Final Fantasy	8	Star Voyager	5
Friday 13th	5	Strider	5
Gauntlet	5	Supr Contra	5
Gauntlet 2	5	Supr Glove Ball	5
Ghost Bstrs	5	Supr Mario 2	5
Ghosts & Gblns	5	Supr Mario 3	6
Goal	5	Supr Off Road	6
Golf	5	Supr Spk Vlybl	5
Golgo 13	5	Supr Spk WC Socr	5
Goonies 2	5	Tag Tm Wrest	5
Gotcha	5	Tecmo Baseball	5
Gradius	5	Tecmo Bowl	6
Guardian Lgnd	5	Tecmo Bowl 2	18
Hogans Alley	5	Tecmo Wrld Wrst	5
Hoops	5	Tennis	5
Ice Hockey	5	Tetris	11
Ikari Warriors	5	Tiger Heli	5
Iron Sword	5	Time Lord	5
Jackal	5	TMNT	2
Jaws	5	TMNT 2	5
John E Qback	5	TMNT 3	8
Jordan vs Bird	5	To The Earth	5
Karate Champ	5	Top Gun	5
Karate Kid	5	Top Gun 2	5
Karnov	5	Total Recall	5
Kid Icarus	5	Town & Country	5
Knight Rider	5	Track & Field	5
Kung Fu	5	Track & Field 2	5
Legacy Of Wiz	5	Trojan	5
Legend Of Kage	5	Ultima 1 Exodus	5
Life Force	5	Wheel Fortune	15
Litl Nemo Dream	5	Willow	5
Mach Rider	5	Winter Games	5
Magic Johnson	5	Wizrds & Warriors	5
Major Lg Bsbl	5	World Cl Trk	5
Maniac Mansion	7	Wrath Blk Mnta	5
Marble Madns	5	Wrestlemania	5
Mega Man 2	9	WWF Challenge	5
Mega Man 3	12	Zelda	5
Metal Gear	5	Zelda 2	6
Metroid	5		
Mickey Mouse	7	Nintendo Deck	18

SNES

7th Saga	$35	NBA Live 96	$65
Act Raiser	9	NBA Showdown	12
Ahh Real Monsters	39	NCAA Bsktbl	8
Aladdin	35	NFL QB Club	22
Alien 3	19	NHL Hockey 95	28
Aliens/Predator	22	NHL Hockey 96	58
Bassins Black Bass	38	NHL Stanley Cup	13
Battltds/Dbl Dragn	19	Ogre Battle	55
Batman Returns	22	Out Of This Wrld	13
Beavis & Butthead	28	Paladdin's Quest	32
Big Hurt Bsbl	42	Paperboy 2	25
Boxing Legends	19	PGA Tour Golf	45
Brain Lord	28	PGA Tour Golf 96*	65
Breath of Fire	32	Pilot Wings	13
Breath of Fire 2	65	Pitfall Harry	28
Bubsy	35	Pitfighter	9
Bubsy 2	55	Populous	6
Bulls vs Blazers	8	Power Rangers	32
Capt America	13	Primal Rage	35
Castlevania 4	13	Ren & Stimpy Vdts	19
Champ Pool	35	Robo Trek	49
Chrono Trigger	69	Samurai Shodown	25
Clayfighters	18	Secret Of Evermore	49
College Slam	38	Secret Of Mana	48
Contra 3	25	Shadowrun	28
Cutthroat Island	39	Shaq Fu	9
Daffy Duck	22	Sim City	48
Death Valley Rly	11	Simpsons B Ntmr	13
Desert Strike	32	Slam Masters	15
Donkey Kong Cty	38	Soulblazer	35
Donkey Kong Cty2	59	Spawn	35
Doom	48	Spiderman/X-Men	16
Drakkhen	8	Star Fox	13
Earth Bound	45	Star Trek Nxt Gen	22
Earthworm Jim	42	Star Wars	18
ESPN Baseball	19	Street Ftr 2	9
Eye Of Beholder	13	Stunt Race FX	25
F Zero	12	Supr Bases Lded	9
FIFA Soccer	18	Supr Battletank 2	29
Final Fantasy 2	38	Supr Black Bass	59
Final Fantasy 3	49	Supr Caesar's	49
Final Fantasy MQ	13	Supr Empire Strks	19
Final Fight	9	Supr M Allstr & Wld	32
Flashback	22	Supr Mr All Stars	25
Genghis Khan 2	39	Supr Mario Wrld	7
Gradius 3	12	Supr Metroid	22
Griffeys Bsbl	22	Supr Off Road	22
Head-On Soccer	39	Supr Play Act Fb	8
Home Alone	13	Supr Punch Out	25
Illusion of Gaia	25	Supr Return Jedi	29
Indy Jones Adv	25	Supr Solitaire	49
Joe & Mac	15	Supr Strt Ftr 2	22
John Madn 93	9	Supr Tennis	9
John Madn 94	13	Tecmo Secrt-Stars	25
John Madn 95	25	Tecmo Super Bowl	16
John Madn 96	49	Tecmo Super NBA	13
Judge Dredd	29	Tetris 2	45
Jurassic Park	19	Tetris/Dr Mario	35
Justice League	29	Tiny Toons Buster	18
Killer Instinct	45	TMNT 4	13
Lemmings	25	TMNT Trnmnt Ftrs	13
Lethal Enfrcr	25	TNN Bass Trnmnt	48
Lethal Enfrcr 2	28	Top Gear	28
Lion King	29	Top Gear 2	48
Lufia	32	Total Carnage	9
Magical Quest	18	Toy Story	68
Mario Is Missing	15	UN Squadron	13
Mario Kart	39	Uniracers	22
Maximum Carnage	22	Vegas Stakes	35
Mech Warrior	22	Wing Commander	12
Mega Man X	18	Wolfenstein 3D	48
Mega Man X2	42	Wolverine	22
Mickey Mania	38	Wrestlemania	12
MLBPA Bsbl	19	WWF Raw	35
Monopoly	65	WWF Royal Rmble	19
Mortal Kombat	15	X-Men	28
Mortal Kombat 2	28	Yoshis Island	48
Mortal Kombat 3	49	Y's 3	9
NBA Allstars	9	Zelda 3	18
NBA Give & Go	38	Zombies Ate Nghbr	13
NBA Jam	18	Zoop	29
NBA Jam-Tourn	29		
NBA Live 95	29	Super NES Deck	75

SEGA

After Burner 2	$25	NBA Showdown	$13
Ahhh Real Monsters	39	NFL QB Club	22
Aladdin	25	NHL Hockey 95	25
Alien 3	19	NHL Hockey 96	49
Altered Beast	5	NHLPA 93	8
Bass Masters	38	PGA Euro Tour	38
Batman Forever	39	PGA Tour Golf	28
Batman Returns	16	PGA Tour Golf 2	35
Battle Tech	32	PGA Tour Golf 3	55
Beavis & Butthead	28	PGA Tour Golf 96	55
Big Hurt Bsbl	42	Phantasy Star 2	29
Bill Walsh Ftbl 95	16	Phantasy Star 3	25
Boogerman	38	Pitfall	32
Boxing Legends	18	Pitfighter	12
Bubsy	35	Power Rangers	25
Bulls vs Blazers	6	Primal Rage	49
Bulls vs Lakers	5	Prime Time NFL	39
Capt America	18	Quackshot	15
Chakan	9	RBI Basbl 3	9
Champ Bowling	45	Ren & Stimpy	18
Cliffhanger	15	Revenge Shnobi	9
Clue	45	Revolution X	45
Coach K Bsktbl	38	Risk	49
College Fb	16	Road Rash	29
College Fb 2	32	Road Rash 2	38
College Ftbl USA 96	39	Road Rash 3	42
College Slam	59	Rocket Knight Adv	13
Columns	32	Samurai Shodown	32
Comix Zone	39	Sesame St Cnt Cafe	32
Contra Hard Corps	29	Shadow Dancer	9
Cool Spot	25	Shadowrun	29
Crystal Pony Tales	38	Shaq Fu	11
Cutthroat Island	39	Shining Drkns	18
Cyborg Just	12	Shining Force	38
Desert Strike	28	Shinobi 3	18
Earthworm Jim	48	Sonic & Knuckles	25
Ecco The Dolphin	19	Sonic Hdghog	8
Eternal Chmpns	15	Sonic Hdghog 2	9
Evander Hlyfld	12	Sonic Hdghog 3	32
F 22 Intercptr	18	Spiderman	15
Family Feud	45	Spiderman/X-Men	19
FIFA Soccer	16	Sports Tlk Bsbl	8
FIFA Soccer 95	25	Star Flight	18
Flashback	13	Star Trek Nxt Gen	25
Garfield	39	Streets Rage	12
General Chaos	19	Streets Rage 2	19
Ghouls Ghosts	12	Supr Monaco GP	12
Golden Axe 2	18	Supr Strt Ftr 2	28
Golf	9	Sword Vermlion	11
Greatest Hvywts	25	Tazmania	18
Gunstar Heroes	16	Team USA Bsktbl	7
Hard Drivin'	15	Tecmo Super Bowl	15
Hardball 94	16	Tecmo Super Bowl 3	55
Jeopardy Dlx	35	Terminator 2-Arcd	13
John Madn 95	19	Tiny Toons	25
John Madn 96	49	TMNT Hyperstone	22
Judge Dredd	28	TMNT Tourn Ftrs	18
Jungle Strike	32	TNN Bass Trnmnt	35
Jurassic Park	16	Toe Jam & Earl	32
Kid Chameleon	15	Toe Jam & Earl 2	25
King Salmon	29	Tony La Russa	7
Land Stalker	19	Tony La Russa 95	15
Lethal Enfrcr	22	Toy Story*	59
Lethal Enfrcr-2	35	Triple Play 96	42
Liberty or Death	32	Uncharted Wtrs NH	32
Lion King	29	Urban Strike	38
Mario Lemieux	9	Vector Man	55
Maximum Carnage	22	Virtua Racing	35
Menacer Game	2	Warriors Etrnl Sun	29
Michl Jksn Mwk	12	Winter Olympics	16
Mickey Ms Cstl	22	World Series Bsbl	16
Might & Magic	28	World Series 95	35
MLBPA Bsbl	15	WWF Raw	35
MN Fats Pool Legnd	39	WWF Royal Rumble	22
Mortal Kombat	16	WWF Sup Wrstmnia	15
Mortal Kombat 2	32	X-Men	13
Mortal Kombat 3	55	X-Men 2	42
Ms Pac-Man	29	Zero Tolerance	28
NBA Allstar Chlg	9	Zombies Ate Nghbr	25
NBA Jam	18	Zoop	29
NBA Jam-Tourn	29		
NBA Live 95	28	Sega Gen Deck	55
NBA Live 96	65	Sega Gen 2 Deck	59

PlayStation

Kileak-DNA Impert	$25	Agile Warrior-F111	$49
Total Eclipse	28	Alien Trilogy*	49
Cyber Speed	32	Assault Rigs	49
Cybersled	32	Big Hurt Baseball	49
Defcon 5	32	Braindead 13	49
Offworld Extreme	32	Casper*	49
Power Serve Tennis	32	College Slam*	49
Raiden	32	Creature Shock	49
Air Combat	38	Cyberia*	49
Bases Load 96-DH	38	Dark Legend*	49
Criticom	38	Darkstalkers*	49
Lemmings 3D	38	Deadly Skies*	49
Street Ftr-Movie	38	Descent*	49
MLBPA Bsbl*	39	Destruction Derby	49
Novastorm	39	Dragon's Lair 2	49
Ridge Racer	39	Endorfun*	49
Shock Wve Assault	39	Extreme Pinball*	49
Theme Park	39	FIFA Soccer 96	49
Viewpoint	39	Fox Hunt*	49
Goal Storm	42	Hardball 5*	49
Hi-Octane	42	Kings Field	49
NBA Jam-Tourn	42	Krazy Ivan	49
Panzer General	42	Loaded	49
Zero Divide	42	MN Fats Pool Lgnd*	49
Blazing Dragons*	45	Mortal Kombat 3	49
Chessmaster 3D	45	Myst*	49
Chrnicles O Sword*	45	NBA In The Zone	49
D*	45	PGA Tour Golf 96	49
Dark Sun*	45	Resident Evil*	49
Discworld	45	Road Rash	49
ESPN Extrm Games	45	Street Fighter-Alpha	49
Fade To Black*	45	Tekken	49
Hive*	45	Thunderstrike 2	49
Johny Bazookatne*	45	Wing Commander 3*	49
Jumping Flash	45	World Cup Golf-Pro	49
Magic Carpet*	45	X-Com-Enemy Unkn	49
Philosoma	45	GEX	55
Primal Rage	45	NFL Game Day	55
Rayman	45	Twisted Metal	55
Space Griffin	45	War Hawk	55
X-Com-UFO Defnse	45	Wipeout	55
Zoop	45	NHL Faceoff	59
Battle Arena Tsh	48	Doom	59
Revolution X	48		
WWF Wrstl-Arcd	48	Playstation Deck	295

Gameboy

Aladdin	$27	NBA All Star 2	$15
Alleyway	13	NBA Jam	28
Asteroids/Msl Cmnd	28	NBA Jam-Tourn	32
Baseball	9	Nemesis	8
Bases Loaded	9	NFL	8
Batman	18	Operation C	9
Battle Unt Zth	9	Paperboy	17
Battletoads	17	Play Act Ftbl	7
Bo Jackson	9	Qix	9
Caesars Palace	33	Radar Mission	8
Castlevania 2	12	Ren & Stimpy-SC	17
Castlevania Adv	8	Revenge Of Gator	8
Centipede/Millipede	29	Simpsons-Escape	18
Chase HQ	18	Skate Or Die 1-B&R	8
College Slam*	18	Solar Striker	7
Cutthroat Island	24	Solitare Fun Pack	28
Defender/Joust	28	Space Invaders	29
Donkey Kong	29	Spiderman	15
Donkey Kong Land	37	Spiderman 2	18
Double Dragon	15	Star Trek Nxt Gen	18
Dr Mario	15	Star Wars	24
Earthworm Jim	29	Supr Mario Lnd	15
F 1 Racer	12	Supr Mario Lnd 2	22
Final Fant Adv	33	Supr Mario Lnd 3	29
Final Fant Leg	22	Supr RC Pro Am	13
Final Fant Leg 2	32	Supr Return Jedi	22
Fist Of N Star	9	Supr Scrabble	32
Galaga/Galaxian	29	Tecmo Bowl	9
Golf	9	Tennis	6
Home Alone	17	Terminator 2	12
Jurassic Park	19	Tetris	9
Kid Icarus	13	Tetris Blast	18
Killer Instinct	28	TMNT 1 FFC	8
Kirbys Drmlnd	22	TMNT 2	13
Kirbys Drmlnd2	32	Top Gun	19
Kirbys Pinball	27	Toy Story*	18
Kwirk	9	Wave Race	15
Mario Picross	28	WWF King Of Ring	17
Mega Man 1	24	WWF Superstars	13
Metroid 2	15	Yoshi	17
Monopoly	29	Yoshis Cookie	17
Mortal Kombat	22	Zelda Link	17
Mortal Kombat 2	27	Zoop	24
Mortal Kombat 3	29		
Motor Cross Mniac	9	Game Boy Unit	29

Saturn

Alien Trilogy	$39	NFL QB Club 96	$39
Astal	29	NHL Allstar Hockey	45
Balora Valley Golf	35	Off World Extreme	28
Bttl Arna Tsh-Remx*	39	Panzer Dragoon	28
Black Fire	28	Pebble Beach Golf	35
Bug	32	Quarterback Attack	29
Center Ring Boxing*	42	Rayman	39
Clockwork Knight	15	Robotica	29
Clockwork Knight 2*	39	Romnc 3 Kngds 4	35
College Slam	39	Sega Rally Champ	55
Corpse Killer	29	Shanghai Tpl Thrt	38
Cyber Speedway	32	Shinobi	28
D	38	Sim City 2000	32
Dark Legend	29	Skeleton Warriors*	39
Daytona USA	35	Street Fighter-Alpha	49
Extreme Pinball*	39	Street Fighter-Movie	29
FIFA Soccer 96	49	Virtua Cop	59
Fox Hunt*	39	Virtua Fighter	7
Gex	49	Virtua Fighter 2	55
High Velocity	29	Virtua Racing	39
Johnny Bazookatne	38	Virtual Hydlide	29
Magic Carpet*	38	VR Basbl 95*	39
Mansion Hidn Soul	25	Wing Arms*	49
MN Fats Pool Lgnd	35	World Series	55
Mortal Kombat 2	35	Worldwide Soccer	15
Myst	35	X-Men-Child Atom*	39
Mystaria	65		
NBA Jam-Tourn	38	Saturn Deck	279

Game Gear

Aladdin	$28	Prince Persia	$13
Arch Rivals	15	Pro Baseball	9
Ax Battler	9	Psychic World	9
Batman Returns	15	Revenge Drancn	9
Batter Up	12	Shinobi	15
Big Hurt Baseball	19	Slider	13
Chakan	9	Sonic Chaos	27
Chuck Rock	13	Sonic Drift 2	25
Clutch Hitter	12	Sonic Hdghog	15
Columns	13	Sonic Hdghog 2	12
Devilish	15	Sonic Triple Trouble	32
Dracula	13	Star Wars	19
Dragon Crystal	9	Streets Rage	17
Evander Hlyfld	9	Strider 2	13
Fantasy Zone	19	Supr Columns	22
G Loc	17	Supr Golf	15
George Frmn	12	Surf Ninjas	15
Joe Mntna	9	Tazmania	19
Leaderbrd Golf	13	Vampire Mastr Dark	15
Lion King	29	Winter Olympics	13
Mega Man-Best Of	19	Woody Pop	9
Mortal Kombat	22	World Series	15
Mortal Kombat 2	32	X-Men	19
NBA Action	19	X-Men-Mojo World*	19
NBA Jam	18	X-Men 2 Legacy	29
NBA Jam-Tourn	32	Zoop	29
Olympic Gold	15		
PGA Tour Golf 2	13	Game Gear Unit	59

We Accept:

VISA MasterCard DISCOVER

Personal Checks and Money Orders Are Also Accepted.

RUSH DELIVERY!

is available on all in stock items.

612-946-8101

All Games Come With a 90 Day Warranty!
ONE YEAR Warranties are Available
Current Prices May Vary · Call for Shipping
Hours: Mon-Fri 9:00am to 7:00pm Central

612-946-8101

Look for us on the World Wide Web!
http://www.winternet.com/~funco

CALL FUNCO TODAY!

These are Partial Lists
More Titles are Available!

We also offer:

Sega CD, CDX, 32X, and 3DO

Want Something? Can't Find It?

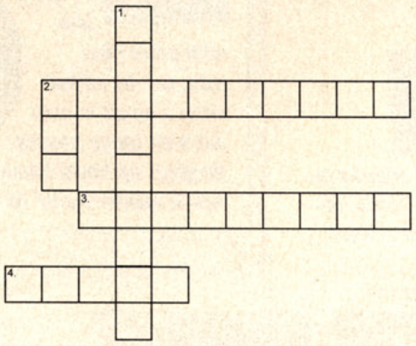
WE'VE GOT IT!

We Sell Previously Played Video Games and Accessories at great prices.

CALL FUNCO TODAY!

☎ **612-946-8101** ☎

Win a $25.00 **Funco** Gift Certificate!



ACROSS

2. He is a Quackshot.
3. Nose picking hero.
4. Cartoon Kim Basinger.

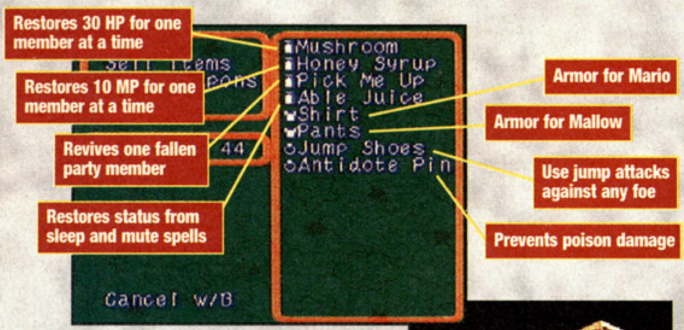
DOWN

1. He does the voice of Gex.
2. Warner Bros. little sister.

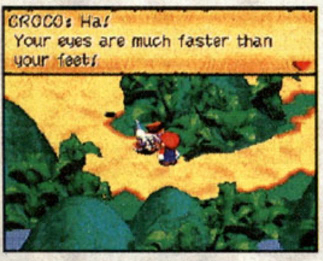
Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to :
May Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Entries must be postmarked no later than May 30, 1996.

Mushroom Kingdom

The first thing to do in the Mushroom Kingdom is rest, then load up on supplies. At the shopkeeper's, you can get the following:


Restores 30 HP for one member at a time
Restores 10 MP for one member at a time
Revives one fallen party member
Restores status from sleep and mute spells
Armor for Mario
Armor for Mallow
Use jump attacks against any foe
Prevents poison damage
Sell Items
Weapons
44
Mushroom
Honey Syrup
Pick Me Up
Able Juice
Shirt
Pants
Jump Shoes
Antidote Pin
Cancel w/B

After speaking with the king, you find Mallow outside, crying up a storm because Croc stole his Frog Coin. Take him with you, and he'll always be loyal.



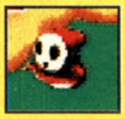
CROCO: Ha!
Your eyes are much faster than your feet!

To regain the Frog Coin, you have to sneak up on Croc, then jump up and bop him on the head three times. After that, he agrees to give you back the Frog Coin.

20/20
21/25
ATTACK
Kerokero Hammer

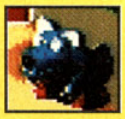
Head to Bandit's Way and chase down Croc. En route, you meet more interesting enemies like:

Shy Guy



These guys are evasive. Use spells when you're low on HP.

K-9



The dogs' attacks really put a hurtin' on Mallow. Use magic on them.

GENO

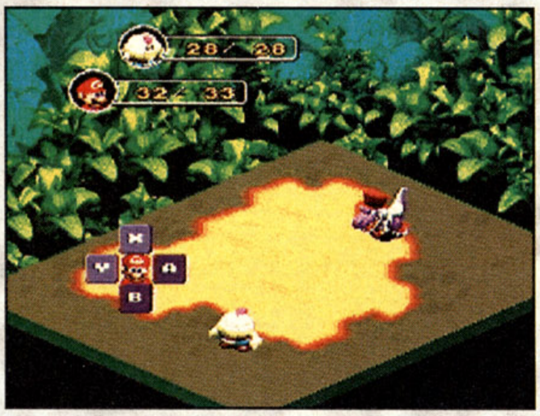
Geno is a mysterious occupant of the Star Road. He helps out Mario after the battle with Bowyer. His magic spells are devastating.

Geno Boost

This raises Geno's defensive power for one turn.

Geno Beam

Geno's Beam can be charged for maximum effectiveness and does quite a bit of damage.



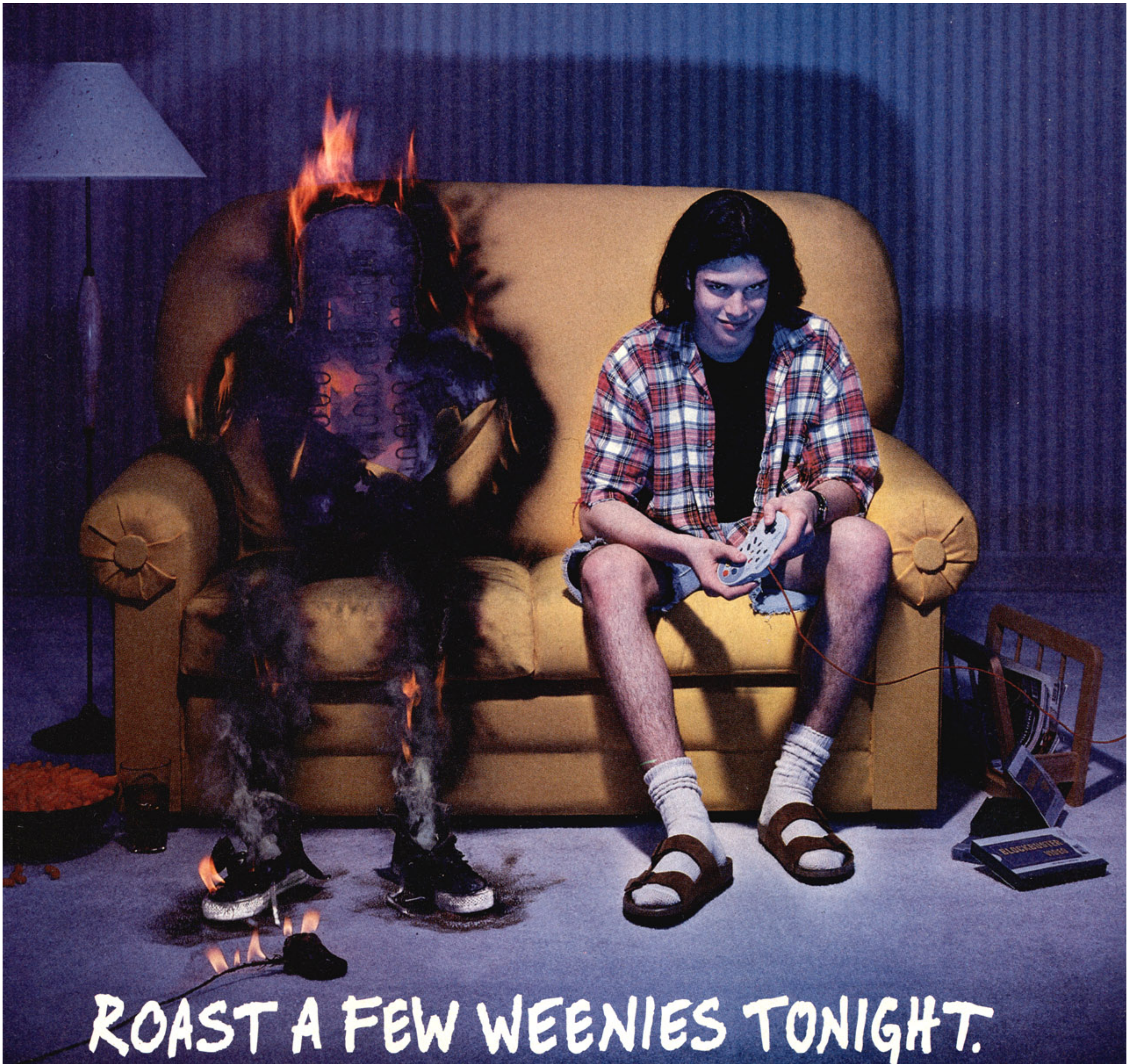
Wrong! Now you have to fight Croc. Use Mallow's Thunderbolt and Mario's Fire Orb while continually eating mushrooms and honey. You should have him down in no time.

YOSHI

He's back! Mario's favorite low rider, who now resides on Yo'sters Isle with other dino pals, can be called on in a pinch to help out with tough bosses. He gives up Yoshi Candy, which maxes the HP for the party.

Yoshi Candy

It's always good to have a friend when you need one!


ROAST A FEW WEENIES TONIGHT.

Dying to burn a few buddies on a next generation system, but can't decide on which one? Before you blow a wad of cash, check 'em out at Blockbuster Video® first. Rent a Sony PlayStation™ or Sega Saturn™ system and two games, for three evenings, at a price you can't pass up. And if you're still looking for some 16-bit action, we have plenty of that too. So come on in and start cookin' tonight.

RENT ONE VIDEO GAME GET ONE FREE!

Rent one video game, get a second video game rental of equal or lesser value free (excludes equipment rental). Limit one coupon per customer per visit. Free offer must be redeemed at time of paid rental. Not valid with any other offers. All taxes are the responsibility of the recipient. Membership rules apply. Valid at participating stores only.

BLOCKBUSTER VIDEO® Offer expires 5/31/96

56109700008

Blockbuster Video name and design are registered trademarks of Blockbuster Entertainment Inc., Ft. Lauderdale, FL 33301., © 1987, 1996 Blockbuster Entertainment Inc.

THE SOURCE BLOCKBUSTER VIDEO® BEHIND THE FORCE.

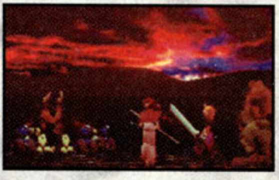
BLOCKBUSTER VIDEO name and design are registered trademarks of Blockbuster Entertainment Inc., Ft. Lauderdale, FL 33301. © 1987, 1996 Blockbuster Entertainment Inc.

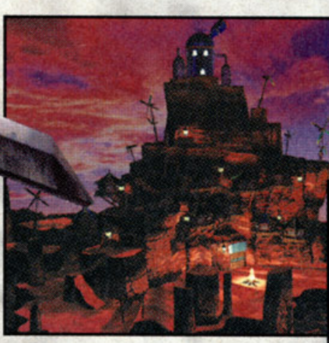
Future Fantasies

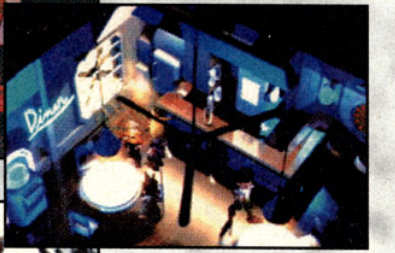
A sneak peak at upcoming games for RPG fans!

By Sir Scary Larry

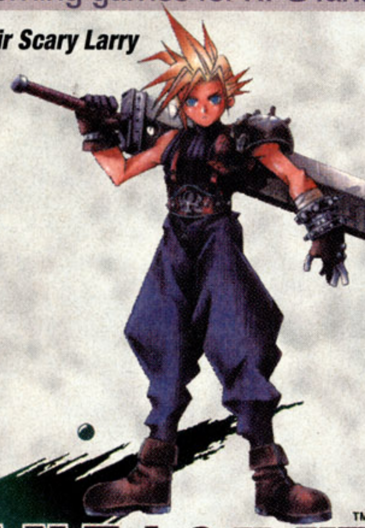
OVERSEAS from JAPAN







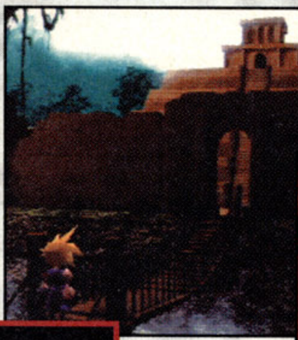
Finally, the Fantasy Comes to the PlayStation!

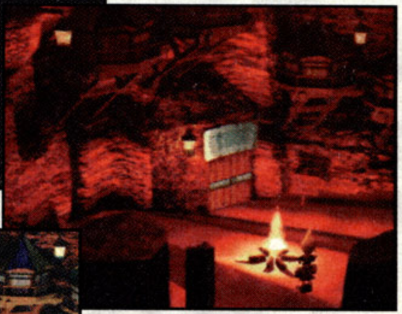


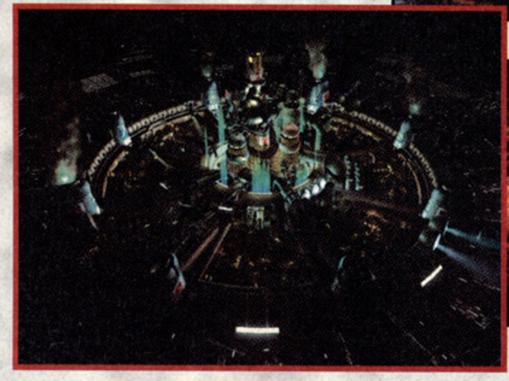
FINAL FANTASY VII™

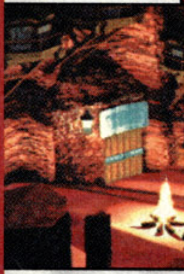
ファイナルファンタジーVII

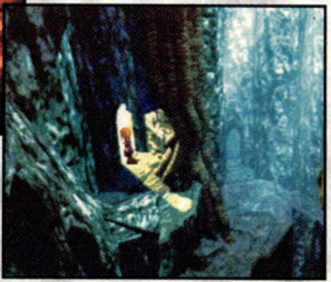
Square of Japan has joined the growing ranks of PlayStation licensees after years of exclusive loyalty to Nintendo, announcing in Japan that it will not develop software for Nintendo's Super Famicom (Super NES in America) after releasing Rudora's Treasure and Treasure Hunter G in April. However, the major shocker is that Square will not develop games for N64 at all!





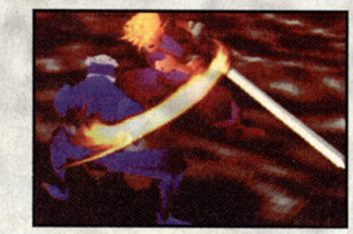






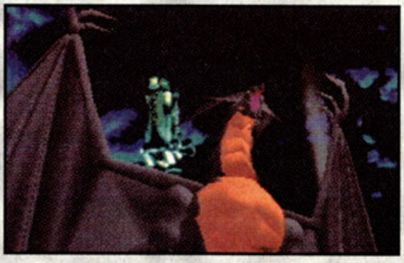
According to Square, the move to PlayStation came about because its game designers felt that they needed more data capacity than was available with ROM cartridges to bring next-generation RPG entertainment to fans. Square therefore decided to go with a successful CD-ROM game system, namely the PlayStation.

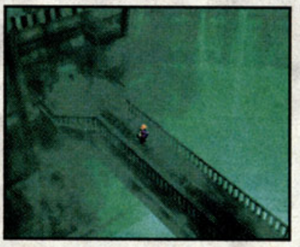
The first announced Square PSX title is Final Fantasy VII which should be released in Japan this December as a two-disc set priced at just 5,800 yen (roughly $58 U.S., or half of what it charged for Final Fantasy III in Japan). Although far from complete, FF VII already looks phenomenal with superb 3D polygon graphics.



By incorporating polygons, battle scenes should also become much more dramatic since they place the player into the fray as an active participant rather than an observer. For example, the battle scenes will feature changing viewpoints, including a look from the enemy's point of view.

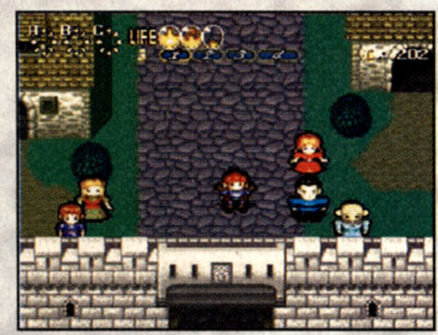
Composer Nobuo Uematsu's soundtrack should also benefit greatly by going to CD with few data constraints. The release of this killer title could very well tip the balance of power in the Nintendo-dominated Japanese market in favor of Sony. Even without FF VII, Sony greatly benefits from Square's defection to its ranks as the reigning RPG champ claims to have 20 PSX games in preparation for release between the fall of '96 to the end of '97!





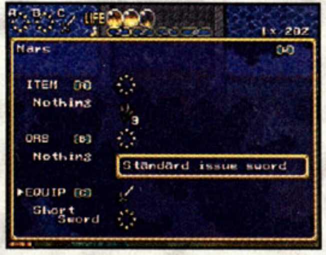
Coming Soon to the U.S.

SHINING WISDOM

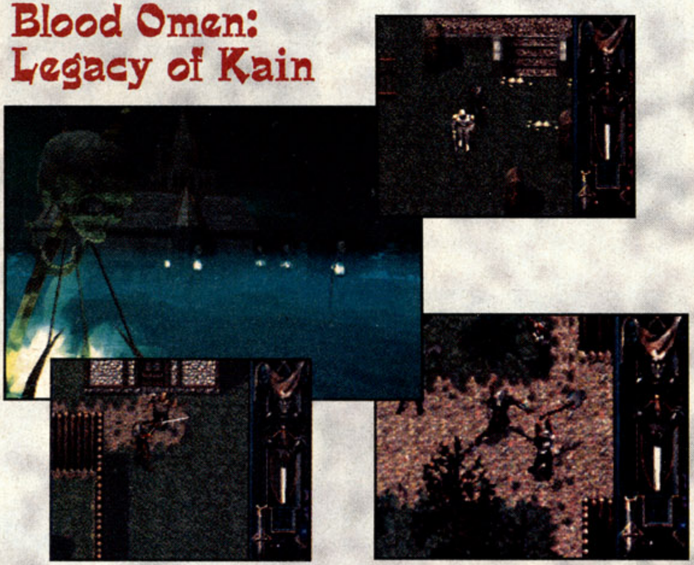


Fans of Shining Force will be greatly pleased to see this new RPG for the Saturn. Staying consistent with the traditional big-round-head-with-tiny-bodies Japanese animation for role-players, Shining Wisdom is an overhead adventure, complete with weapons, spells, and party-gathering. If you're looking for a more bloodthirsty, intense RPG, look elsewhere. This one makes Chrono Trigger look like *Reservoir Dogs*.

PlayStation
By Working Designs
Available May



Blood Omen: Legacy of Kain



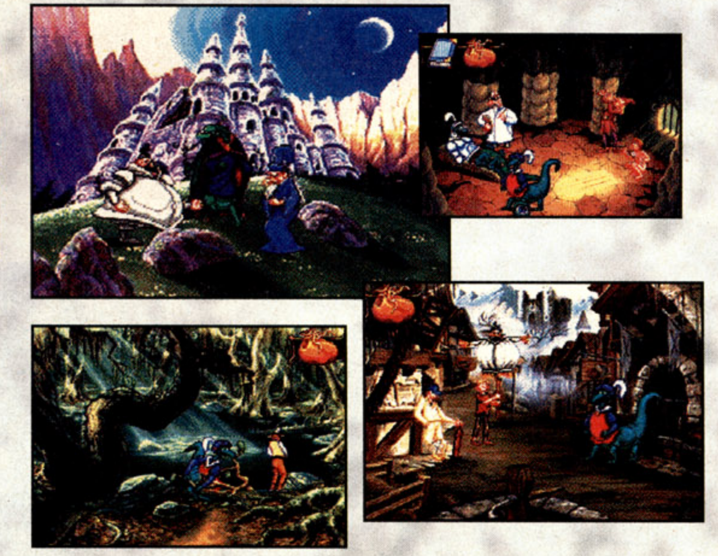
Blood Omen darkens the RPG/action landscape with a macabre anti-hero seeking revenge. You play Kain, a vampire who morphs into wolf, bat, and mist forms. Each form affords you different advantages as you engage in arcade-style combat. With an overhead view and more than 30 spells, Blood Omen has RPG appeal that's sweetened by 25 minutes of photorealistic 3D full-motion animation and hours of voice-overs.

PlayStation and Saturn
By Crystal Dynamics
Available Fall '96

Blazing Dragons

Blazing Dragons is a Monty Python-esque graphic adventure with puzzle elements and humorous arcade-style action gameplay. As the dragon Flicker, you must find objects and talk to other characters in order to solve puzzles and build devices that will help you defeat the Black Dragon. Cheech Marin *(Up in Smoke)* and Harry Shearer *(The Simpsons)* lend their voices.

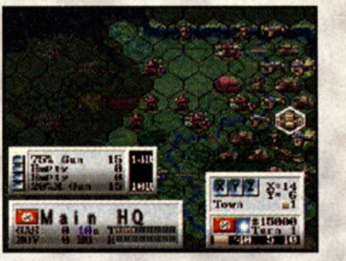
PlayStation and Saturn
By Crystal Dynamics
Available June

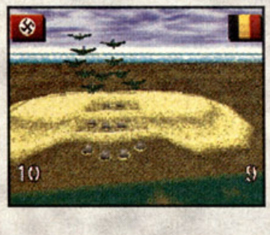


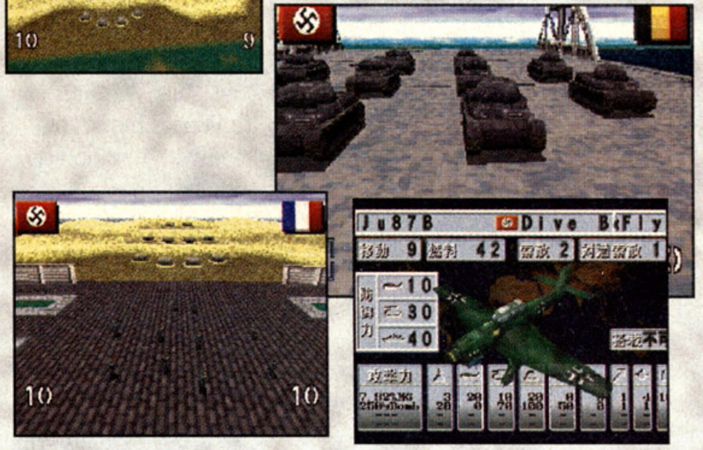
Coming Soon to the U.S.

Iron Storm

TACTICAL COMMAND



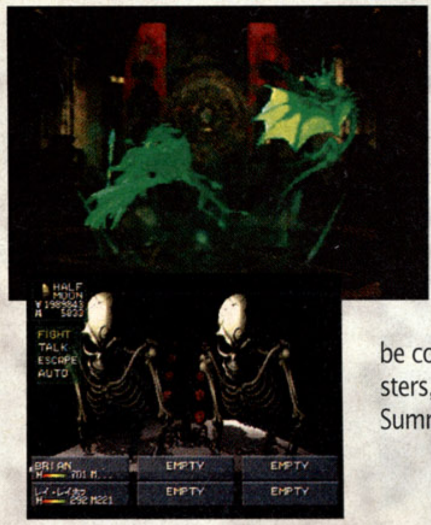



Ju87B
Dive B(Fly

Do hex-based grid war games make you flinch? If not, check out Iron Storm, an RPG/war game from Working Designs. It combines the strategy of a sim, the graphics of Wing Arms, and the gameplay of chess for a war game that won't have you heading for the bunker. Iron Storm could be the crossover hit that role-players have been waiting for. PTO and Liberty or Death were never this much fun to watch!

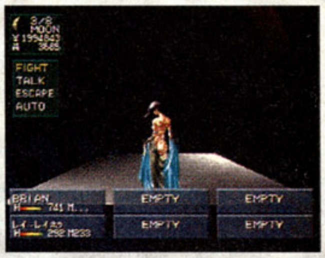
Saturn
By Working Designs
Available May

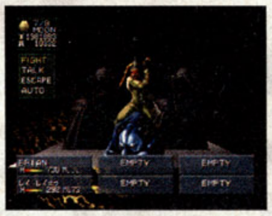
DEVIL SUMMONER

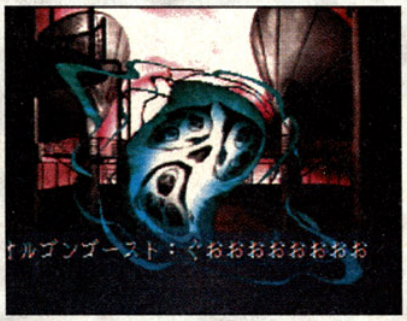

FIGHT
TALK
ESCAPE
AUTO
BRIAN
EMPTY
EMPTY
EMPTY
EMPTY

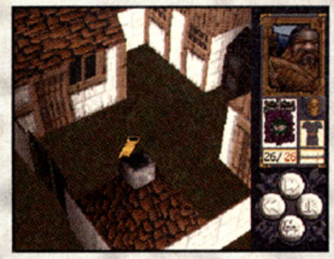
An eerie Giger-esque fantasy RPG is making its way to America. It's Devil Summoner, and if the screens are any indication, this game is sure to be a hit. Great graphics tell the story as you call upon a private detective with hellish connections. You can also employ or fight the demons you meet. Monsters can be combined with other monsters, creating mutations. Devil Summoner looks promising.

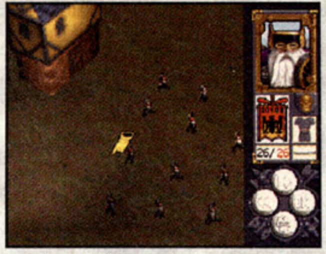
PlayStation
By Atlus
Available July

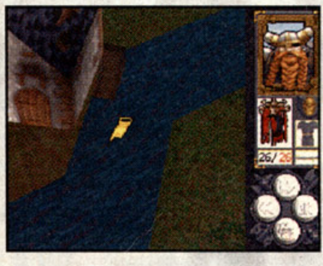

FIGHT
TALK
ESCAPE
AUTO
BRIAN
EMPTY
EMPTY
EMPTY
EMPTY




ルゴンゴースト：ぐおおおおおおおお



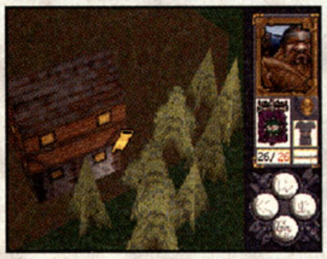


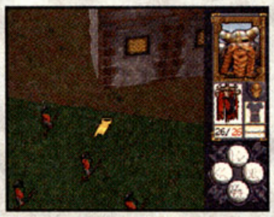


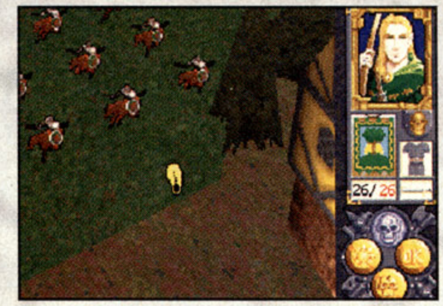
WARHAMMER

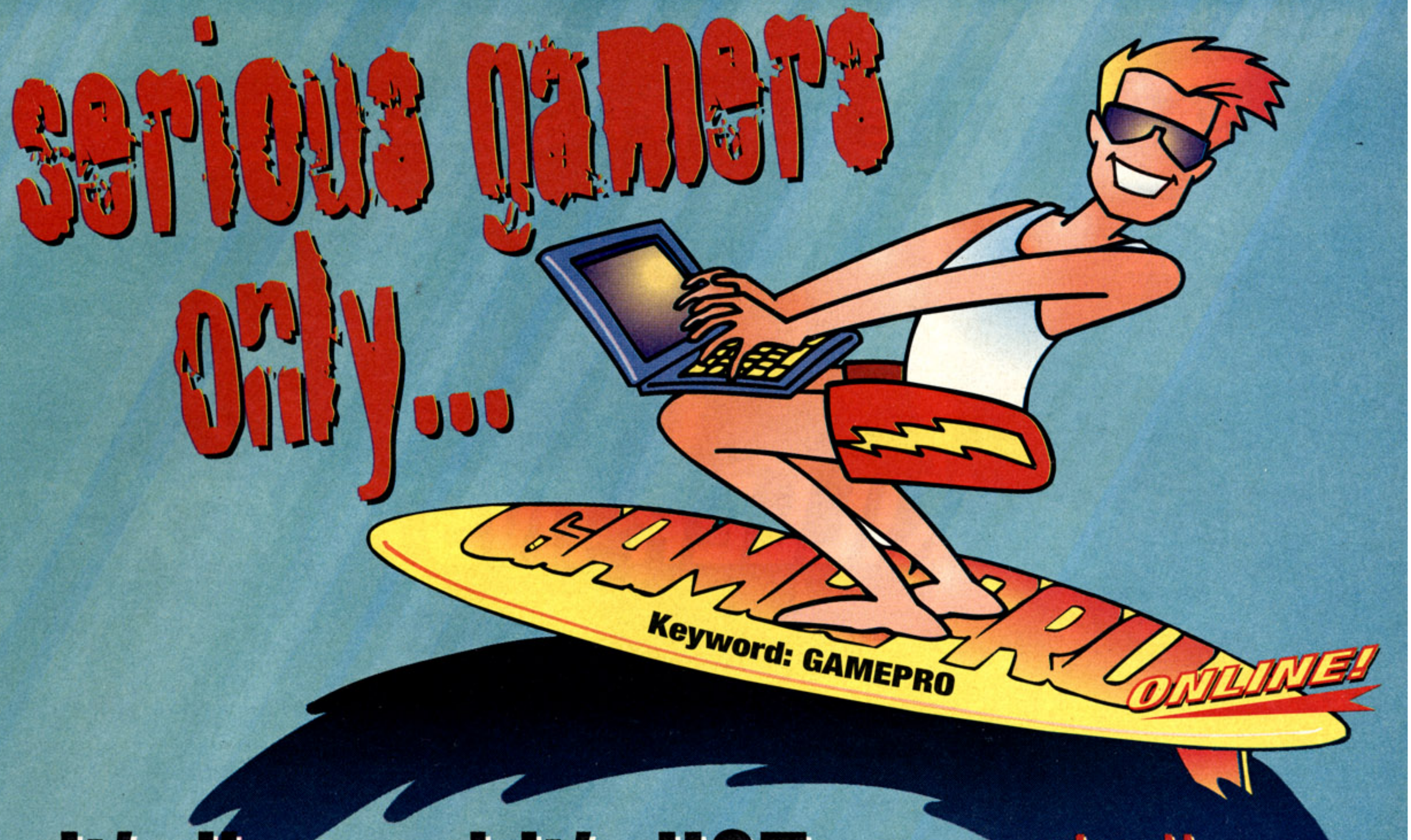
Warhammer is the first PlayStation RPG from Mindscape. It features rendered 3D graphics, a ¾-overhead view, and more than 30 minutes of full-motion video. Based on the fantasy board game, Warhammer looks like it combines strategy and traditional role-playing elements. Master your Orc Troops, keep the Goblins in line, and show the Skaven how things are done. Warhammer should appeal to RPG fans across the board.

PlayStation
By Mindscape
Available Spring '96








serious gamers only...
Keyword: GAMEPRO
GAMEPRO ONLINE!

It's live and it's HOT

check it out!

GAMEPRO ONLINE!

The #1 video game magazine,
has gone online with America Online!
Keyword: GAMEPRO

get it all...
some stuff's not even in the magazine

- Get hints, tips, passwords and codes for the hottest games
- Chat with the editors of GamePro and other gamers
- Surf other gaming sites on the net
- Talk to game designers
- Download pictures of not-yet-released games
- Grab playable demos of PC and Mac games

Call America Online today and get connected.

1-800-714-8100

America Online is a registered service mark of America Online, Inc.

Sponsored by
Williams

THE FIGHTER'S EDGE PRESENTS

KILLER INSTINCT 2

Learn each fighter's special, super, and finishing move, along with some killer combos.

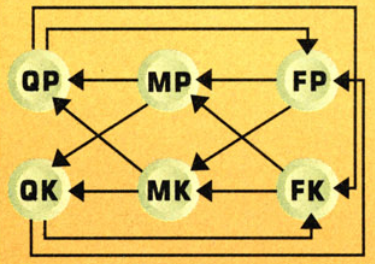
ARCADE

By Bruised Lee
(Special thanks to Eddie Ferrier)

It's time once again to let loose your Killer Instinct! Killer Instinct 2 is here, and it's better than before – with more moves, combos, and strategy. This ProStrategy Guide provides a breakdown of each fighter's basic skills, as well as their special moves and combos. We also show you how to beat the final boss, Gargos!

The Controls

Killer Instinct 2 now uses an Auto Double mechanism. Start an Auto Double with an FP, then follow up by tapping the next button in line. Use the controller legend as a guide on how to start an Auto Double.



K = Press any Kick button
P = Press any Punch button
FK = Fierce Kick
FP = Fierce Punch
MK = Medium Kick
MP = Medium Punch
QK = Quick Kick
QP = Quick Punch

Charge = Hold the direction indicated for the number of seconds indicated.
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If you're facing to the left, reverse any Toward and Away commands.

Combo Rules

Super Combo = Your super bar must be charged to perform this combo.

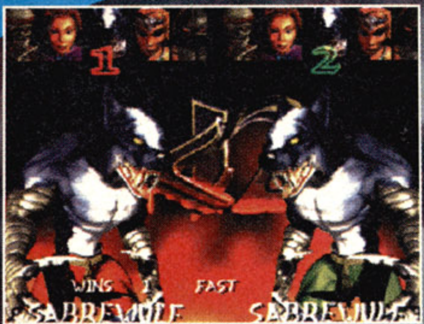
Ultimate Combo = This finishing move can be performed only in a combo that turns your opponent's energy bar to flashing red.

Ultra Combo = This can be performed only when a combo turns your opponent's energy bar to flashing red.

Before the Fight

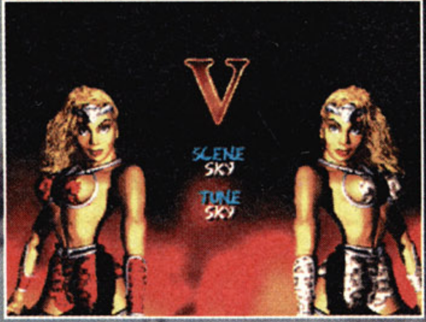
Before you start a fight, you can select some basic options at the character-select screen.

Select Speed



Players can select the game speed by holding ↓ and tapping one of the kick buttons. QK is slow, MK is medium, and FK is fast. Players can also randomly select speed by holding ↑ and tapping Start. To change the color of your fighter, tap ↑ or ↓.

Select Background and Music



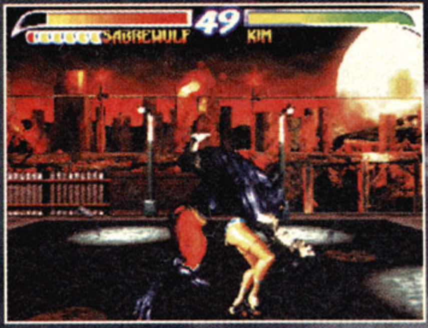
92
MAYA
MAYA
3 HITS
14 %

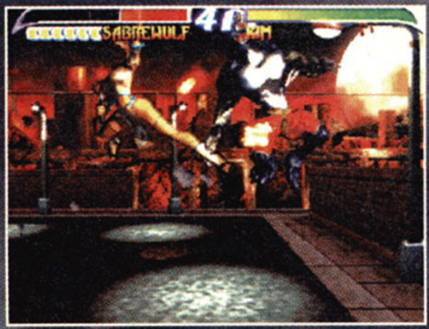
As in the first KI, players can choose their favorite background and music. The first player to hold ↓ or ↑ and press any button gets to choose the background. The second player then uses the same method to pick the music. To choose the hidden Sky background, both players must simultaneously press and hold ↓ and MK.

Basic Arts

To master KI 2, you need to learn these new features.

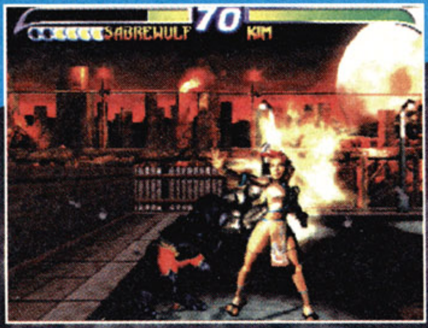
Throws





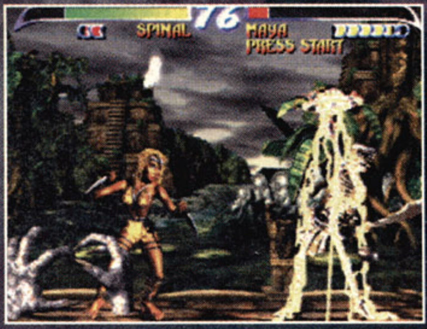
Yes, it's true, you can now throw your opponent! To throw, hold → and tap FP. After the throw you can then juggle the opponent for extra hits by jumping toward them with a special move. To counter a throw, hold ← and tap FP.

Parry Moves



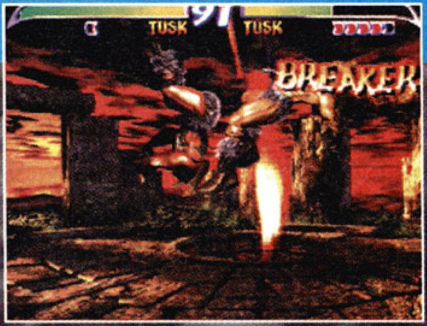
Parry moves are a way to stun and counterattack when an opponent comes in with a high MP or FP. To perform a Parry move, hold ← and tap QP. Note: Spinal doesn't have a Parry move.

Finishing Moves



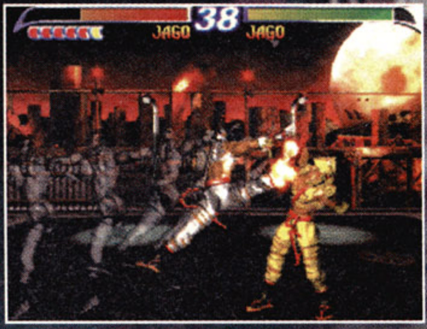
Completely changed from the first KI, the finishing moves now allow no time for you to perform a fatality after the opponent falls down from a final blow. Now, when a player's life bar is flashing red, just tap the correct sequence to pull off the finishing move. On the flip side, you can block a finishing move, but you can also keep repeating the finishing move until it connects. Ultimate and Ultra combos are the same as in the first KI.

Combo Breakers



Combo breakers have been simplified, giving you a better chance of stopping a combo. A combo that starts with a punch can be broken with a kick, and vice versa. The likelihood of breaking a combo depends on the type of combo performed. For instance, Auto Combos are much easier to break than manual combos.

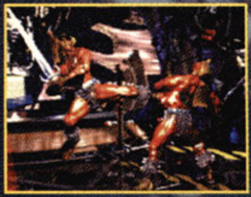
Super Moves



To perform super moves, you must first fill the power bar located under your life bar. You can charge the power bar by taking hits and performing combos. Once the power bar is filled, you can perform one of several super moves.

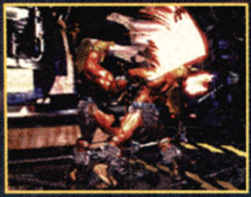
Special Moves

Boot Kick



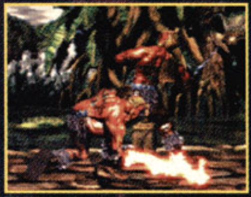
Motion ↘ ↓ ↙ K

Web of Death



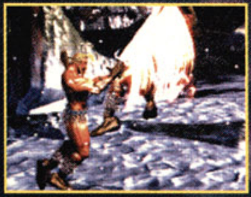
Motion ↘ ↓ ↙ FP for one hit, or, motion ↘ ↓ ↙ FP, hold →, tap FP for two hits

Skull Splitter



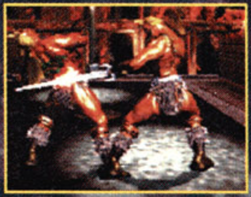
Motion ↙ ↓ ↘ FK

The Conqueror



Motion → ↓ ↘ P

Back Stab

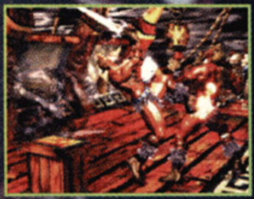


In close, motion → ↘ ↓ ↙ ← QP

Super Moves

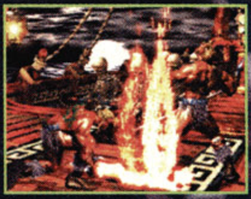
These moves can be performed only when your super meter is charged.

Super Shadow Spin



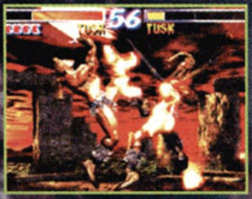
Motion ↓ ↘ → ← FK

Super Flaming Sword



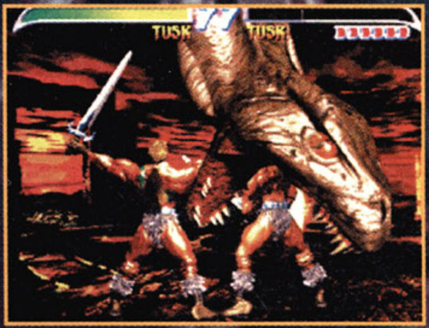
Motion ↓ ↘ → ← QK

Super Destroyer



Motion ↓ ↙ ← ↙ ↓ ↘ → FP

Ultimate Combo



Tusk's defeated opponent becomes a snake snack during this Ultimate Combo.

Killer Combos

Nine-Hit Combo

Hold ↓, tap FK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ FK

Ten-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↓ ↙ ← ↙ ↓ ↘ → FP, tap FP, motion ↘ ↓ ↙ → FP, tap MP, FK, MK, motion ↘ ↓ ↙ QP

Eleven-Hit Combo

Motion ↘ ↓ ↙ → FP, tap MP, FK, MK, motion ↘ ↓ ↙ → FP, tap MK, motion → ↓ ↘ FP

Fifteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↘ ↓ ↙ → FP, tap MK, FK, MK, motion ↘ ↓ ↙ → FP, tap MP, motion ↓ ↙ ← ↙ ↓ ↘ → FP

Combo Breaker

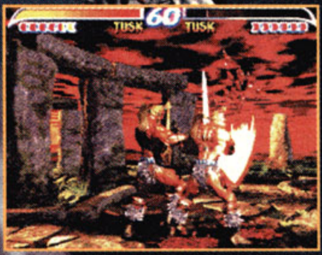
Motion → ↓ ↘ P or K

TUSK

Height: 6'11"
Weight: 380 lbs.
Age: 31

With the return of the demon lord to the land, Tusk leaves the arena to issue his challenge. Only by defeating all adversaries can a hero earn the right to face the evil Gargos.

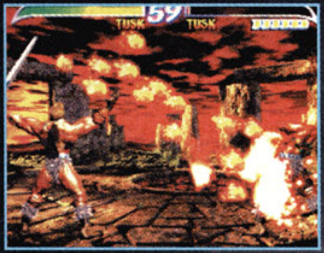
Ultra Combo

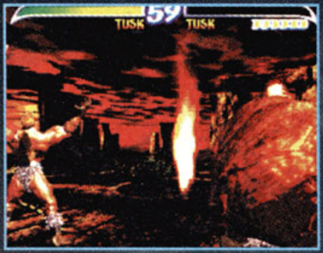


Motion ↘ ↓ ↙ MP

Finishing Moves

Meteor Shower



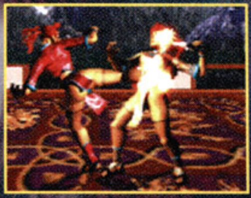


Motion ↓ ↘ → ↓ ↘ → MP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

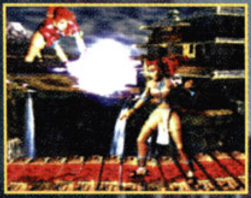
Special Moves

Tornado Kick



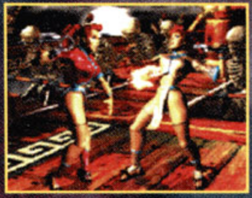
Motion ↘ ↓ ↙ K

Air Fireball



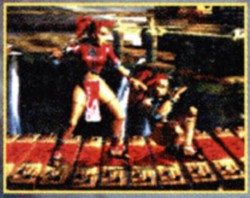
During jump, motion ↓ ↙ ← P

Firecracker



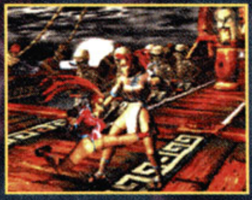
Motion ↘ ↓ ↙ MP or FP

Forward Roll



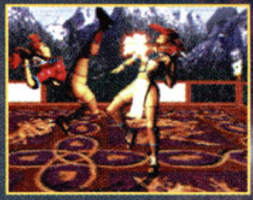
Tap →, →

Split Kick



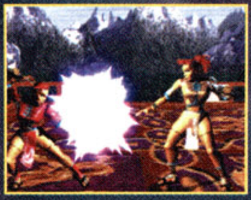
Motion ↙ ↓ ↘ FK

Fake Split Kick



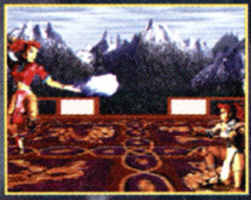
Motion ↙ ↓ ↘ MK

Fire Flower



Motion ↓ ↘ → QP

Fireball



Motion ↓ ↘ → MP or FP

KIM WU

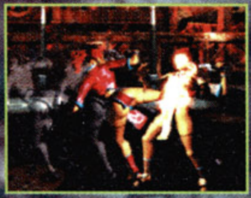
Height: 5'4"
Weight: 130 lbs.
Age: 17

A descendant of the heroes who banished Eyedol and Gargos, Kim is appointed guardian of her people. When Gargos returns, however, Kim must fulfill her duty to her homeland and destroy him forever.

Super Moves

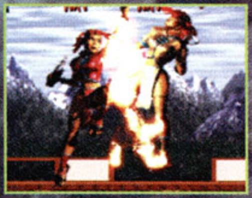
These moves can be performed only when your super meter is charged.

Super Shadow Kick



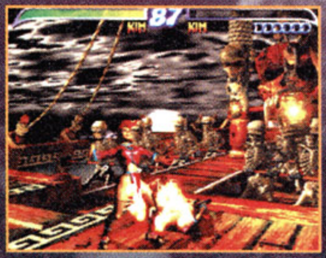
Motion ↓ ↙ ← ↙ ↓ ↘ → FK

Super Snap Dragon



Motion ↓ ↙ ← ↙ ↓ ↘ → FP

Ultra Combo



Motion ↙ ↓ ↘ QK

Killer Combos

Seven-Hit Combo

Jump in, tap FK, MP, motion ↘ ↓ ↙ MK, tap QP, motion ↓ ↘ → QP

Eight-Hit Combo

Motion ↘ ↓ ↙ MP, tap QP, motion ↘ ↓ ↙ MP, tap QP, hold ←, tap FP, motion ↘ ↓ ↙ FP

Nine-Hit Combo

Hold ↓, tap FP, motion ↘ ↓ ↙ FK, tap MK, motion ↘ ↓ ↙ MK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ FK

Thirteen-Hit Super Combo

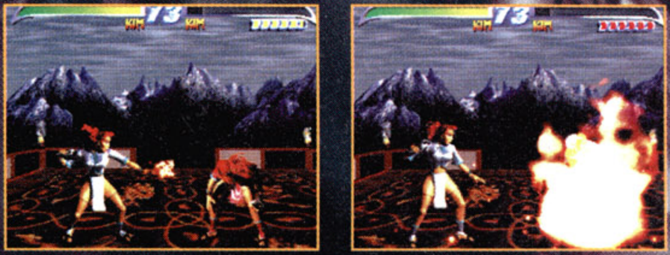
Note: Your super bar must be charged to perform this combo.

Motion ↙ ↓ ↘ FK, tap MP, motion ↘ ↓ ↙ MP, tap QK, FK, MP, motion ↓ ↙ ← ↙ ↓ ↘ → FP

Combo Breaker

Motion → ↓ ↘ P or K

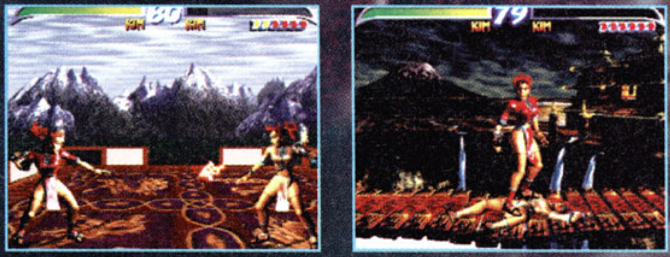
Ultimate Combo



Motion ← ↙ ↓ ↘ → ← QK

Finishing Moves

Chest Stomp



Motion ↓ ↘ → ↓ ↘ → MK

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

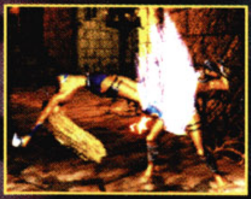
MAYA

Height: 5'10"
Weight: 140 lbs.
Age: 23

Christened queen of Amazonia after her part in banishing the dark lord Gargos, Maya is cast out from her tribe when Gargos returns. Maya must vanquish him to regain her throne.

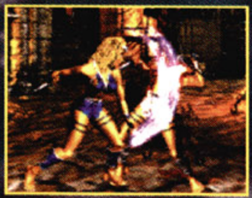
Special Moves

Flip Kick



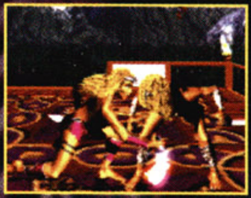
Tap ←, (→ MK)

Savage Blades



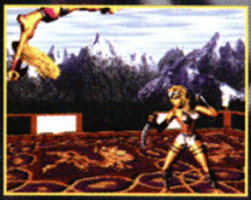
Tap ←, (→ MP)

Mantis



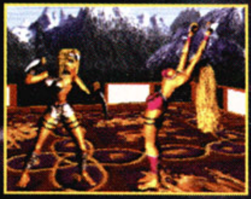
Tap ←, (→ FP)

Jungle Leap



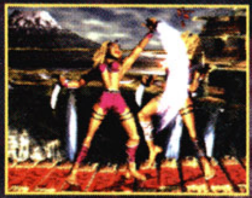
Tap ←, (→ QK or FK)

Double Jungle Leap



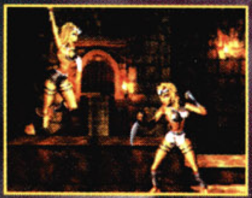
Tap ←, (→ QK or FK), then tap ←, (→ QK)

Cobra Bite



Tap ←, (→ QP)

Flying Mantis

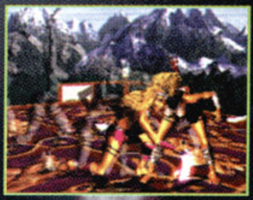


During jump, motion ↓ ↙ ← FP

Super Moves

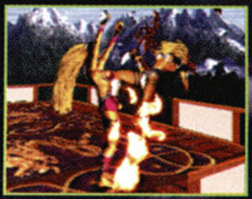
These moves can be performed only when your super meter is charged.

Super Shadow Mantis



Motion → ↘ ↓ ↙ ← → FP

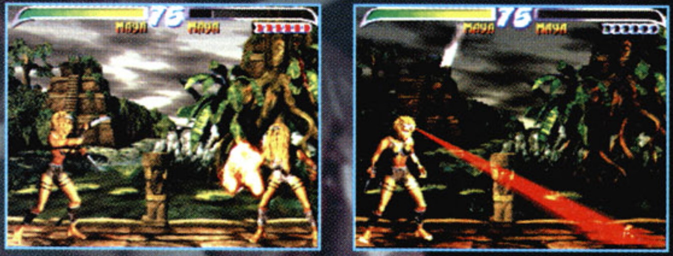
Super Tree Cutter



Motion → ↘ ↓ ↙ ← → FK

Finishing Moves

The Shrinker



Motion ← ↙ ↓ ↘ → ← QP

Killer Combos

Nine-Hit Combo

Jump in the air, motion → ↘ ↓ ↙ ← FP, tap MP, tap ←, (→ MK), QP, FK, MK, ←, (→ FK)

Ten-Hit Combo

Hold →, tap FP, ←, (→ MP), QK, ←, (→ MK), QP, ←, (→ FP)

Eleven-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Tap ←, (→ MK), QK, ←, (→ MK), QK, motion → ↘ ↓ ↙ ← → FK

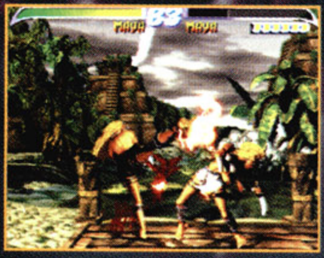
Twelve-Hit Combo

Hold ↓, tap FP, ←, (→ MP), QP, ←, (→ MP), QP, hold ↓, tap FP, ←, (→ QP), ←, (→ FK)

Combo Breaker

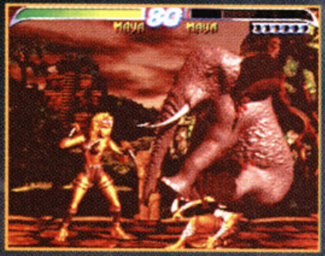
Tap ←, (→ P or K)

Ultra Combo



Charge → for two seconds, tap (← FK)

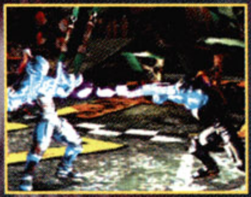
Ultimate Combo



Motion ↓ ↙ ← → QK

Special Moves

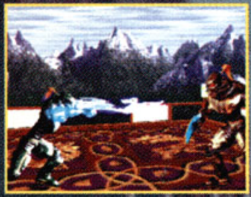
Plasma Shield



Motion ↓ ↙ ← QK

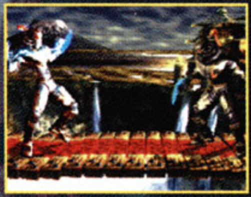
Note: This move reflects fireballs.

Laser Storm



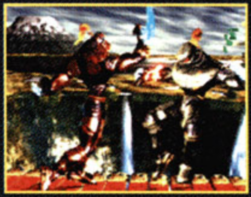
Motion ↓ ↘ → P

Fake Laser Storm



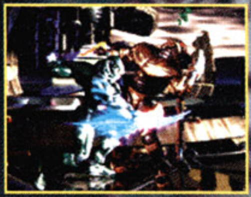
Motion ↓ ↙ ← QP

Plasma Slice



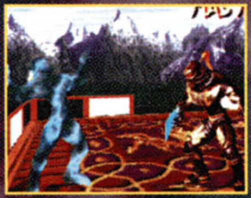
Motion → ↓ ↘ P

Cyberdash



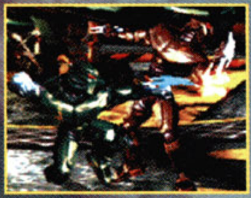
Motion ← ↙ ↓ ↘ → K, or charge ← two seconds, tap (→ K)

Teleport



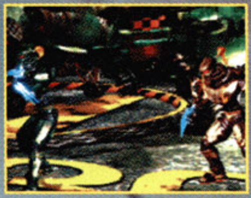
Motion ← ↓ ↙ P to teleport toward your opponent, or motion ← ↓ ↙ K to teleport behind your opponent.

Charge Slice



Tap (↓ FP)

Spin Charge Slice



Tap (← FP)

FULGORE

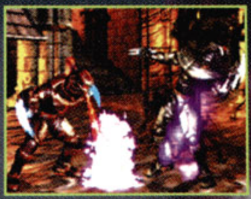
Height: 6'5"
Weight: 560 lbs.
Age: Unknown

The advanced, and deadlier, successor to the original Fulgore cyborg model destroyed by Jago. Activated after the time jump, its final Ultratech commands are simple: Find Jago…and kill him.

Super Moves

These moves can be performed only when your super meter is charged.

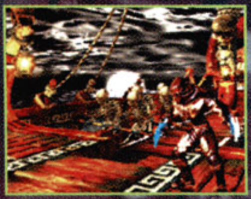
Eyelaser



Motion ↘ ↓ ↙ MP or FP

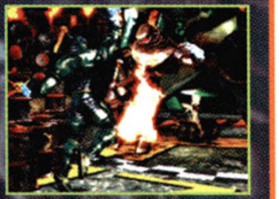
Note: This move can also be done in the air.

Invisible Attack



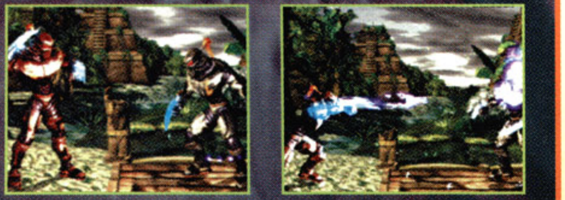
Motion → ↘ ↓ ↙ ← FK

Ultra Slice



Motion ↓ ↙ ← ↙ ↓ ↘ → FP

Triple Laser Storm



Motion ↙ ↓ ↘ QK, then motion ↓ ↘ → QP to throw the Laser Storms.

Killer Combos

Seven-Hit Combo

Jump in with FP, tap MP, motion ↘ ↓ ↙ MP, tap QP, motion ↘ ↓ ↙ FP

Nine-Hit Combo

Hold ←, tap FP, (→ FK), hold (↙ MK), tap (→ MK), QK, motion → ↓ ↘ FP

Ten-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Charge ← two seconds, tap (→ FK), MK, motion ↘ ↓ ↙ MP, tap QK, motion ↓ ↙ ← ↙ ↓ ↘ → FP

Thirteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

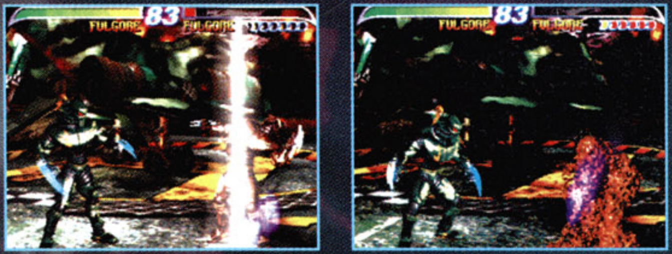
Hold ←, tap FP, (→ FK), hold ↙, tap MK, (→ MK), QK, motion ↓ ↙ ← ↙ ↓ ↘ → FP

Combo Breaker

Motion → ↓ → P or K

Finishing Moves

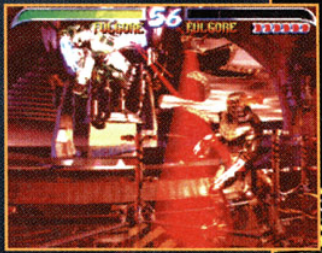
Fire in the Sky



Motion ← ↙ ↓ ↘ → ← MP

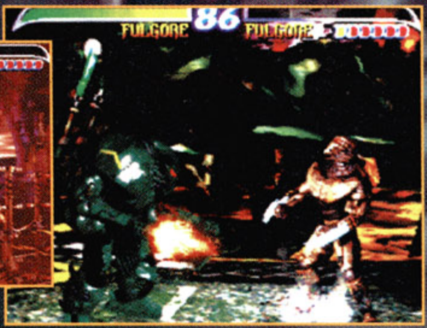
Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

Ultra Combo



Motion → ↓ ↘ QK

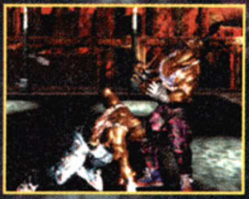
Ultimate Combo



Fulgore's new turret-gun fatality is more graphic than before.

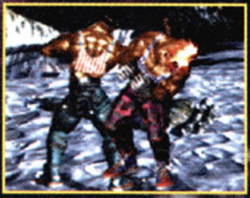
Special Moves

T. J. Tremor



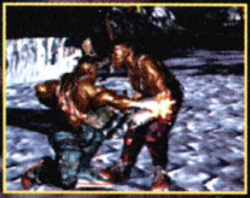
Charge ← two seconds, tap →, MK

Spin Fist



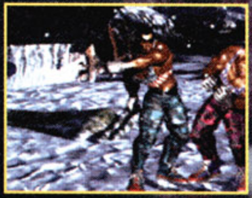
Charge ← two seconds, tap →, QP

Roller Coaster



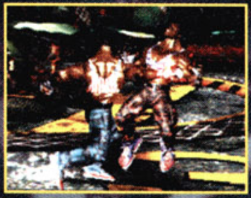
Charge ← two seconds, tap →, MP

Double Spin Fist



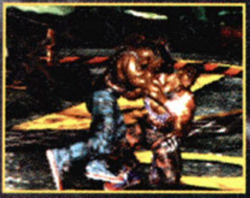
Charge → two seconds, tap ←, MK

Powerline



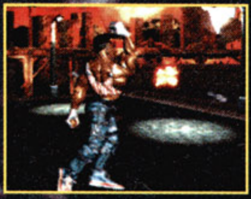
Charge ← two seconds, tap →, FP

Skull Crusher



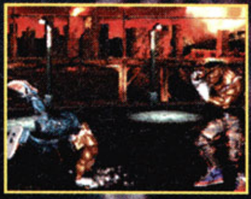
Charge ← two seconds, tap →, FK

Cyclone Punch



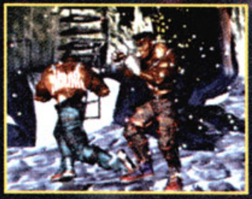
Hold FP, tap FP

Backward Roll



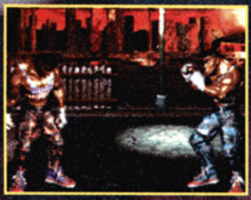
Tap ←, ←

Run Through



In close, charge ← two seconds, tap →, QK

Fake Dizzy

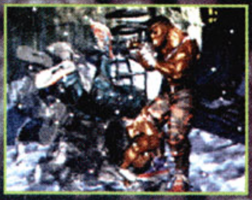


Motion → ↘ ↓ ↙ ← QK

Super Moves

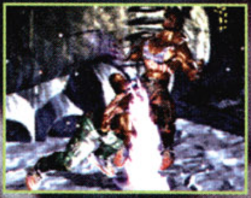
These moves can be performed only when your super meter is charged.

Super Shadow Roller Coaster



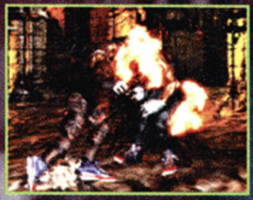
Motion ↓ ↙ ← → MP

Super Tremor



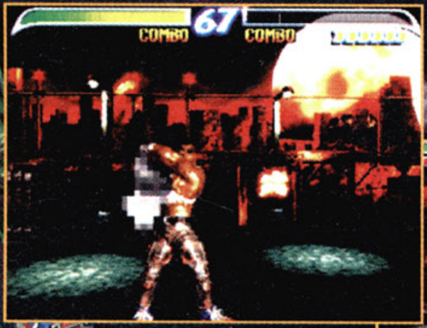
Motion → ↘ ↓ ↙ ← MK

Power Frenzy



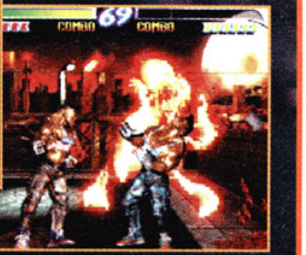
Motion → ↘ ↓ ↙ ← → FP

Ultimate Combo



So you wanna go to da moon, Alice?

Ultra Combo



Tap →, ←, FP

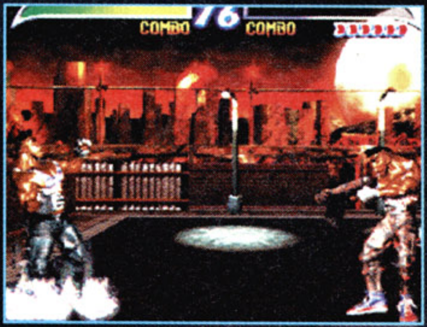
COMBO

Height: 6'1"
Weight: 220 lbs.
Age: 26

After a decisive victory over Riptor in the tournament, Combo attempted to destroy Ultratech. Caught as Ultratech is ripped into the past, Combo must escape before it's too late.

Finishing Moves

Reach for the Sky



T.J. Combo suffers from lead poisoning.

Killer Combos

Eight-Hit Combo

Charge ← two seconds, tap (→ MK), hold ←, tap MP, (→ QP), hold ←, tap QK, (→ QP)

Eight-Hit Combo

Charge ← two seconds, tap (→ MP), hold ←, tap FK, (→ MP), hold ←, tap FK, (→ MK)

Eight-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Charge ← two seconds, tap (→ FK), MP, motion → ↘ ↓ ↙ ← → FP

Thirteen-Hit Combo

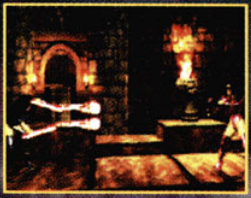
Hold →, tap FP, hold ←, tap MP, QK, hold →, tap, MP, QK, FK, hold ←, tap (→ FP)

Combo Breaker

Tap ←, →, P or K

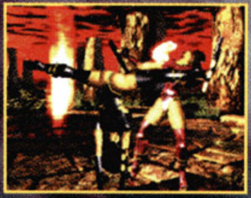
Special Moves

Tonfa Fire



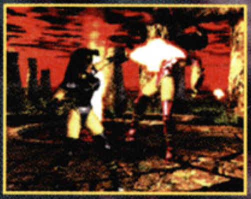
Motion ↓ ↘ → P

Flick Flak



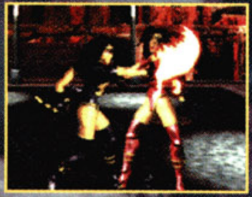
Motion ↘ ↓ ↙ K

San



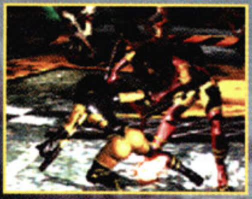
Motion ↘ ↓ ↙ FP

Overhead San



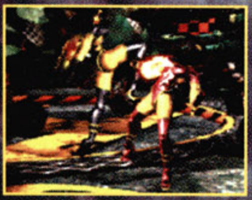
Motion ↘ ↓ ↙ MP for one hit. Motion ↘ ↓ ↙ FP, hold →, tap MP for two hits.

Tiger Slide



Motion ↙ ↓ ↘ K

Air Buster



Motion → ↓ ↘ K

ORCHID

Height: 5'7"
Weight: 125 lbs.
Age: 24

Eyedol's death by Orchid's hand freed massive energy, throwing Ultratech back in time. Now, 2000 years in the past, Orchid must face a new challenge and an even greater foe.

Killer Combos

Eight-Hit Combo

Motion ↙ ↓ ↘ FK, tap MP, motion ↘ ↓ ↙ MP, tap (→ MP), QP, motion ↘ ↓ ↙ FP

Nine-Hit Combo

Hold →, tap FK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ MK, motion → ↘ ↓ ↙ ← FK

Eleven-Hit Super Combo

Note: Your super bar must be charged to perform this combo.
Motion ↙ ↓ ↘ FK, tap (→ FP), motion ↘ ↓ ↙ MP, hold →, tap MP, FK, motion ↓ ↙ ← ↙ ↓ ↘ → FK

Fourteen-Hit Combo

Motion ↘ ↓ ↙ MP, hold →, tap MP, QK, motion ↘ ↓ ↙ MK, tap QP, motion ↓ ↙ ← → MK, motion → ↓ ↘ QK

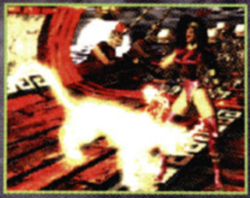
Combo Breaker

Motion → ↓ ↘ P or K

Super Moves

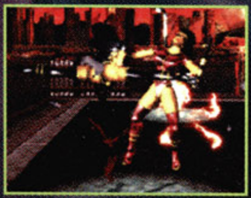
These moves can be performed only when your super meter is charged.

Super Tiger



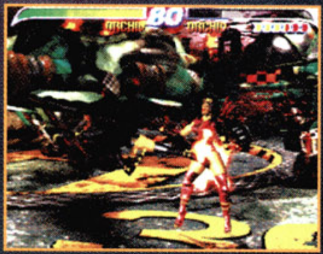
Motion ↓ ↙ ← → MK

Gyro Kyaku



Motion ↓ ↙ ← ↙ ↓ ↘ → FK

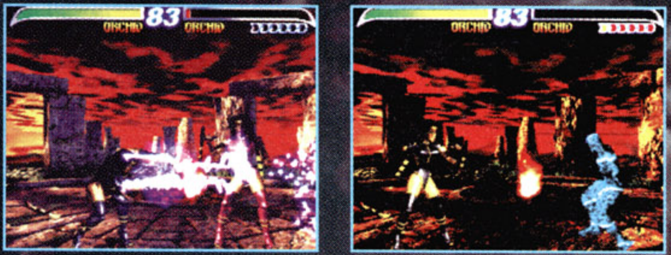
Ultra Combo



Motion ↘ ↓ ↙ QP

Finishing Moves

Blast Away



Motion ← → ↘ ↓ ↙ ← MK

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

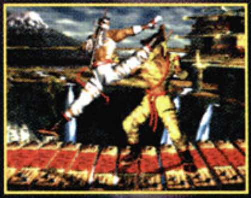
JAGO

Height: 5'9"
Weight: 190 lbs.
Age: 22

After destroying Fulgore, Jago is betrayed by his one-time master, the Tiger Spirit. The disguised demon lord used him to escape from the void, and now Jago swears vengeance.

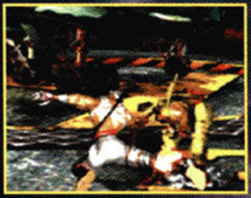
Special Moves

Wind Kick



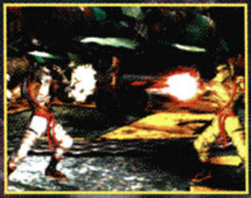
Motion ↘ ↓ ↙ K

Ninja Slide



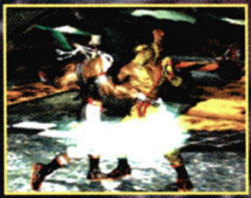
Motion ↙ ↓ ↘ K

Red Endokuken



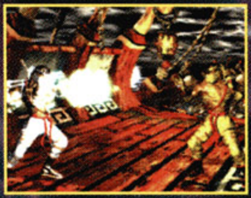
Hold FP, motion ↓ ↘ →, release FP

Laser Blade



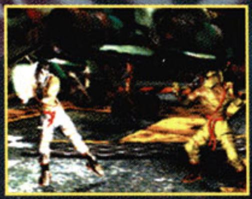
Motion ↘ ↓ ↙ FP

Endokuken



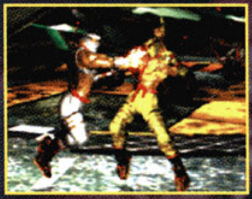
Motion ↓ ↘ → P

Fake Endokuken



Motion ↓ ↘ → QK

Tiger Fury

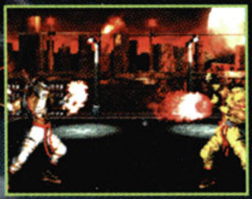


Motion → ↓ ↘ P

Super Moves

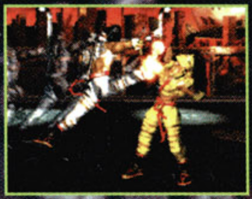
These moves can be performed only when your super meter is charged.

Super Endokuken



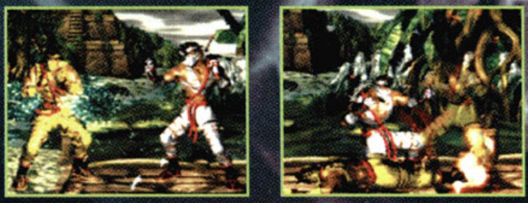
Motion → ↘ ↓ ↙ ← QP

Super Wind Kick



Motion ↓ ↙ ← → MK

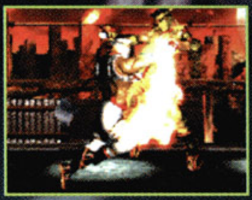
Super Sprite Attack



Motion ↓ ↙ ← → QK

Note: This diverts one-eighth of Jago's energy from his life bar to his red energy bar.

Super Tiger Thrasher

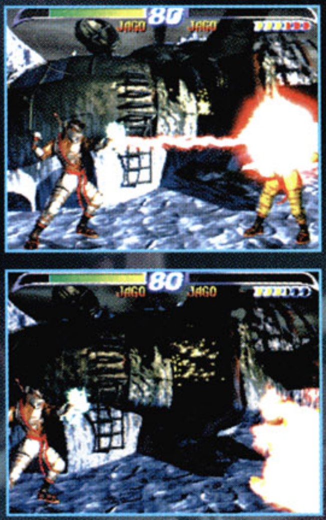


Motion ↓ ↙ ← ↙ ↓ ↘ → FP

Finishing Moves

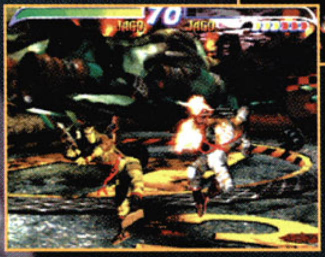
Fireball Death

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



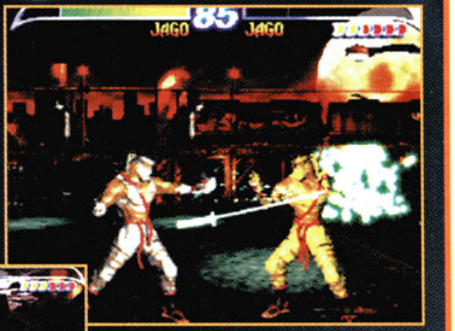
Motion → ↘ ↓ ↙ ← → MP

Ultra Combo



Motion ↘ ↓ ↙ QK

Ultimate Combo



Jago tries out a new body-piercing technique.

Killer Combos

Seven-Hit Combo

Motion ↙ ↓ ↘ MK, tap (→ FP), motion ↘ ↓ ↙ MP, tap FK, MK, motion ↘ ↓ ↙ MK, motion → ↓ ↘ QP

Eight-Hit Combo

Hold ↓, tap MK, motion ↙ ↓ ↘ MK, tap QP, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ MP

Eleven-Hit Combo

Hold →, tap FK, motion ↘ ↓ ↙ MK, tap QK, FK, MK, motion ↘ ↓ ↙ MK, tap QK, motion → ↓ ↘ FP

Fourteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

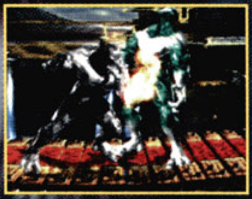
Hold →, tap FK, motion ↘ ↓ ↙ MK, tap QP, motion ↘ ↓ ↙ MK, tap QK, motion ↓ ↙ ← → MK, motion → ↓ ↘ QP

Combo Breaker

Motion → ↓ ↘ P or K

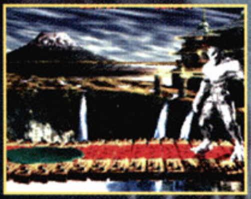
Special Moves

Cold Shoulder



Motion ↓ ↘ → MP

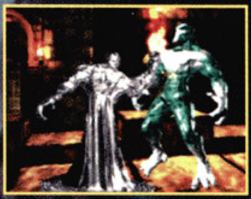
Liquidize



Motion ↓ ↘ → QK

Note: This move can also be done in the air.

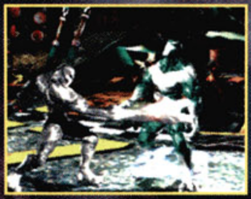
Teleport Uppercut



Motion ↓ ↘ → MK or FK

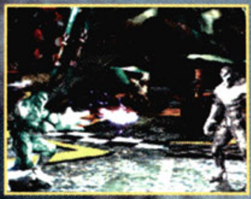
Note: This move can also be done in the air.

Ice Grip



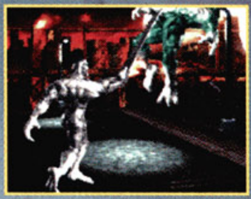
Motion ↓ ↘ → QP

Arctic Blast



Motion ↓ ↙ ← P

Ice Lance

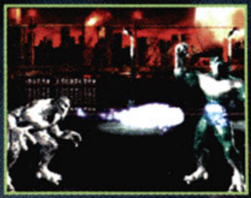


Motion ↓ ↘ → FP

Super Moves

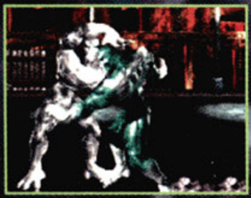
These moves can be performed only when your super meter is charged.

Super Breath



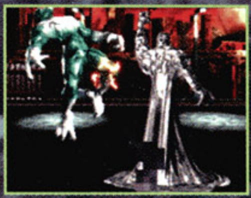
Motion → ↘ ↓ ↙ ← → FP

Super Arctic Slam



Motion ← ↙ ↓ ↘ → ← QP

Super Teleport Uppercut



Motion → ↘ ↓ ↙ ← FK

GLACIUS

Height: Variable
Weight: Variable
Age: Unknown

Two millennia from now, a captured relative of Glacius's earns his freedom by slaying a fire being and escaping home. But now, in the past, a distress call has been received and Glacius must free his stranded kin.

Killer Combos

Eight-Hit Combo

Hold ↓, tap MK, motion ↓ ↘ → MK, tap QP, motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → FP

Nine-Hit Combo

Motion ↓ ↘ → MK, tap QP, motion ↓ ↘ → MP, tap QK, FK, MP, motion ↓ ↘ → QP

Twelve-Hit Combo

Tap (→ FP), motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → MP, tap QP, FK, MK, motion ↓ ↘ → FP, motion ↓ ↘ → FK

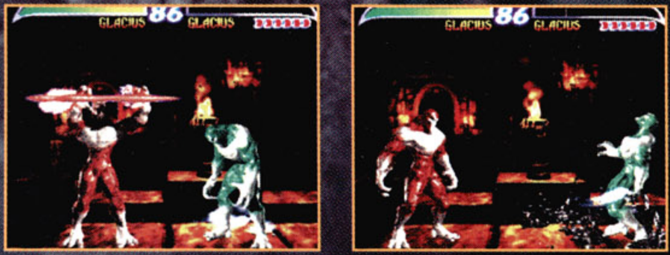
Twelve-Hit Super Combo

Note: Your super bar must be charged to perform this combo.
Hold ↓, tap FK, motion ↓ ↘ → MP, tap QK, FK, MK, motion ↓ ↘ → ← QP

Combo Breaker

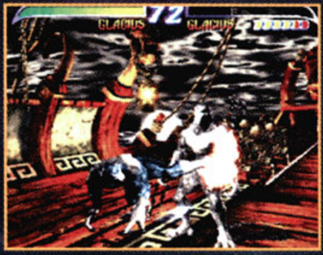
Motion ↓ ↘ → P or K

Ultimate Combo



Motion → ↘ ↓ ↙ ← → MK

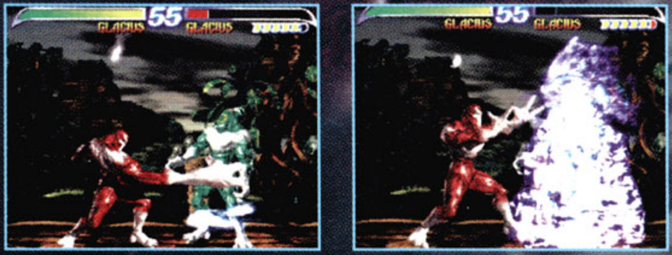
Ultra Combo



Motion ↓ ↘ → QK

Finishing Moves

Freezer Burn



Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← QK

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

SABREWULF

Height: 5'11"
Weight: 400 lbs.
Age: 46

Unwilling to succumb to the beast within him, Sabrewulf was badly beaten in the first KI tournament. Captured by Ultratech, he is driven berserk by their repairs and lives only to avenge himself.

Special Moves

Sabre Wheel

Tap ←, (→ MK)

Sabre Pounce

Tap ←, (→ FP)

Sabre Spin

Tap ←, (→ MP)

Sabre Howl

Tap ←, (→ QP), or motion ↘ ↓ ↙ QP

The Hop

Tap ←, ← or →, →

Note: Tap →, → to extend the Sabre Wheel and the Sabre Spin.

Fake Sabre Howl

Tap ←, (→ QK), or motion ↘ ↓ ↙ QK

Sabre Flip

Tap ←, (→ FK)

Super Moves

These moves can be performed only when your super meter is charged.

Super Sabre Stun

Motion → ↘ ↓ ↙ ← FP

Super Fireball

Motion → ↘ ↓ ↙ ← → FP

Super Lupus Loopy

Motion → ↘ ↓ ↙ ← → FK

Ultra Combo

35
SABREWULF
SABREWULF

Hold ← two seconds, tap (→ QK)

Killer Combos

Eight-Hit Combo

Hold ↓, tap FK, ←, →, MP, QP, ←, →, MK

Nine-Hit Combo

Hold ↓, tap FK, ←, →, FP, MK, ←, →, MP, QP, ←, →, QP

Eleven-Hit Combo

Tap ←, →, MK, QK, FK, MK, ←, →, MP, QK, ←, →, FK

Twenty-Two-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Tap →, →, ←, →, MP, QP, ← →, MP, QP, FK, MK, motion → ↘ ↓ ↙ ← → FK, then walk in and motion → ↘ ↓ ↙ ← → FK

Combo Breaker

Tap ←, (→, P or K)

Ultimate Combo

SABREWULF
SABREWULF

Sabrewulf unleashes his kinetic energy on his foe.

Finishing Moves

Bat Attack

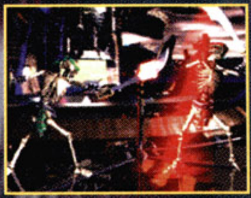
47
SABREWULF
SABREWULF

Hold QP for three seconds, release QP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

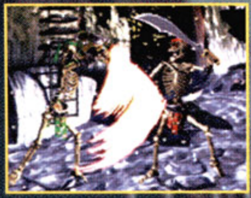
Special Moves

Skelestewer



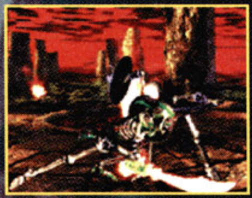
Motion ↓ ↘ → MP

Flame Blade



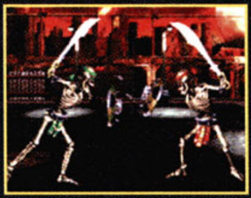
Motion ↓ ↘ → FP

Skull Scrape



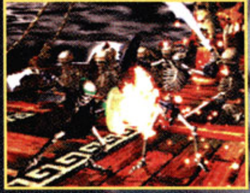
Hold ↓, tap FK

Run Attack



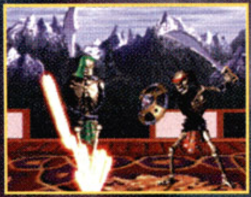
Tap ←, ← or →, →

Soul Drain



Motion ↓ ↘ → QP

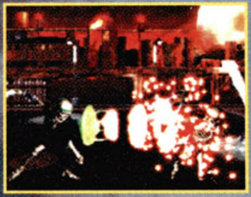
Skeleport



Motion ↓ ↙ ← any K

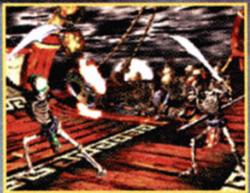
Note: You need at least one skull to perform this move.

Steal Opponent's Super Meter



Motion ↓ ↘ → QP

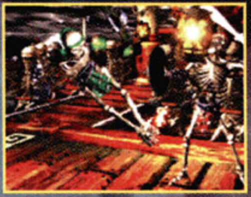
Power Devour



Hold ←, tap QP

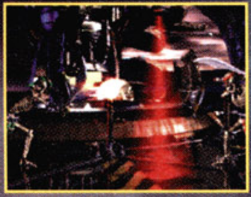
Note: You can absorb your opponent's fireballs and special moves.

Air Dive



During jump, hold ↓, tap FK

Fire Skull



Motion ↓ ↘ → K

Note: You need at least one skull to perform this move.

Killer Combos

Seven-Hit Combo

Motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → MP, tap QP, motion ↓ ↙ ← FK

Seven-Hit Combo

Hold ↓, FK, hold →, tap FP, motion ↓ ↘ → FP, tap MP, motion ↓ ↙ ← MP

Eight-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↓ ↙ ← ↙ ↓ ↘ → FP, tap MP, motion ↓ ↘ → MP, tap QP, motion ↓ ↘ → FP, motion ↓ ↘ → MP

Thirteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↓ ↘ → MP, tap QK, FK, MK, motion ↓ ↘ → MP, tap QK, motion ← ↙ ↓ ↘ → FK

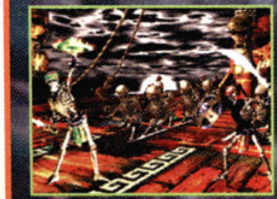
Combo Breaker

Motion ↓ ↙ ← P or K

Super Moves

These moves can be performed only when your super meter is charged.

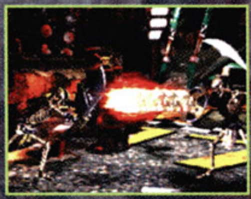
Super Skull Replenished



Motion → ↘ ↓ ↙ ← MP or FP

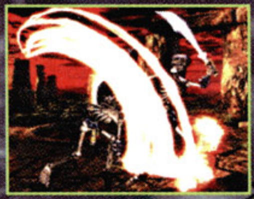
Note: MP gives one skull, FP gives maximum skulls.

Super Fire Skull



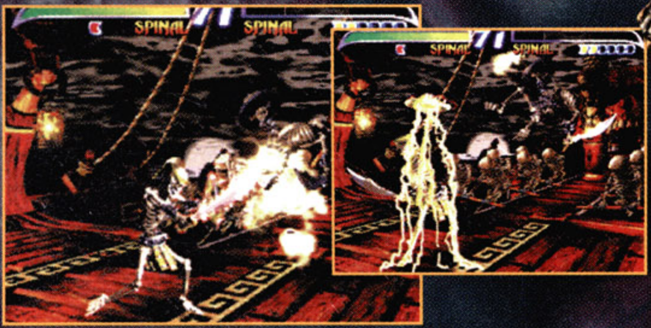
Motion ↓ ↙ ← ↙ ↓ ↘ → FK

Super Grim Reaper



Motion ↓ ↙ ← ↙ ↓ ↘ → FP

Ultimate Combo



Spinal's new Ultimate is electrifying.

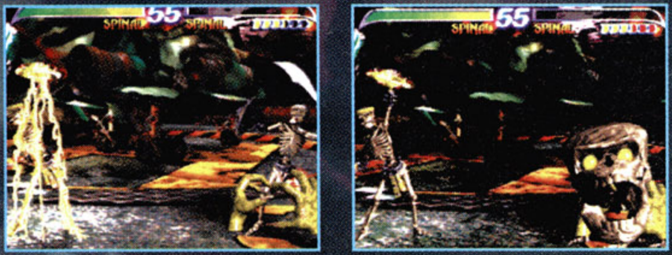
SPINAL

Height: 5'5"
Weight: 110 lbs.
Age: 651

Although destroyed by Chief Thunder in the present, a younger Spinal exists in the past. Resurrected by Gargos and forced to serve him, Spinal goes up against the tyrant to win his freedom.

Finishing Moves

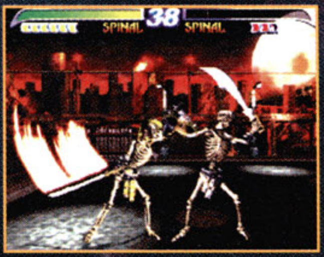
Grab and Drop



Motion ↓ ↘ → ↓ ↘ → QP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

Ultra Combo

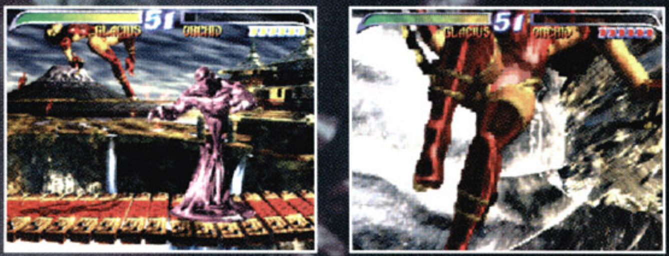


Motion ↘ ↓ ↙ FP

BACKGROUND FINISHING MOVES

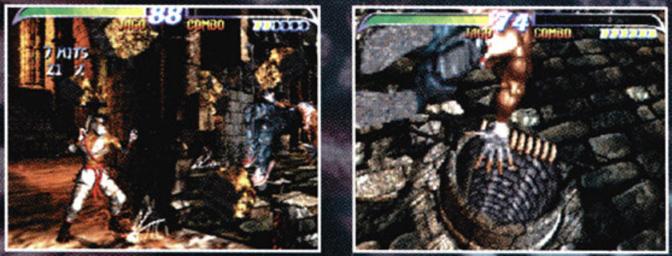
Almost every background in KI 2 is interactive. To knock an opponent off, or into, a background, finish them off in the right location with a combo or a move that knocks them into the air. Here are a few background fatalities.

Jago's Background


GLACIUS
51
ORCHID

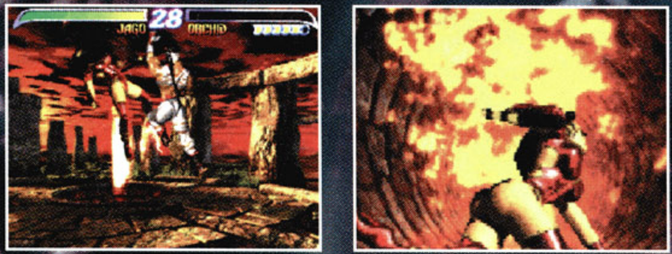
You can knock off your opponent at any place on the bridge.

Sabrewulf's Background


88
JAGO
COMBO
74

To send an opponent into the well, you must knock them through the wall to the right.

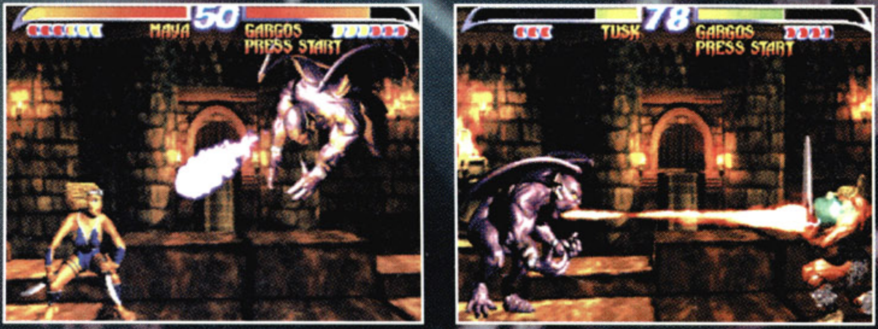
Tusk's Stage


JAGO
28
ORCHID

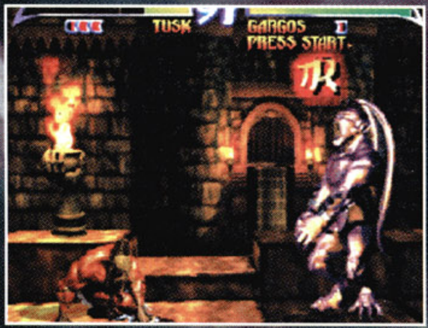
Finish off your opponent in the center of the screen to send them to a fiery death.

GARGOS

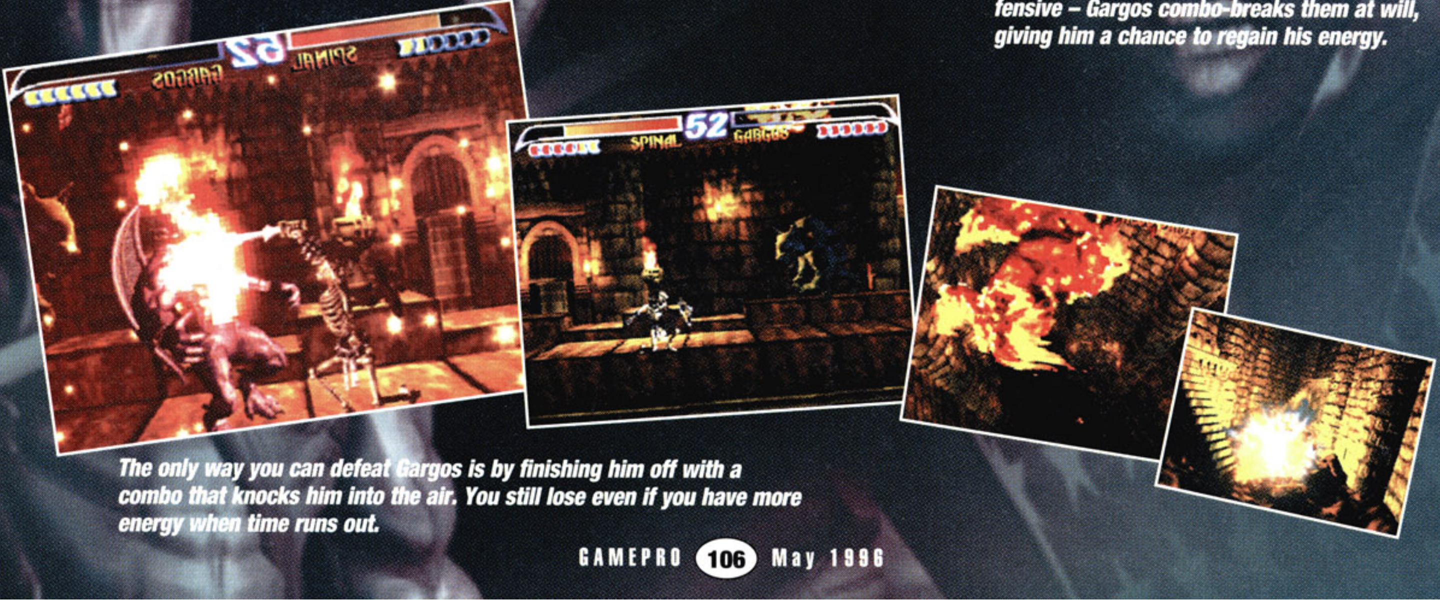
Gargos is the final boss. He can fly, shoot ground and air fireballs, and even regain his energy like Eyedol. Here are some basic strategies for fighting him.


MAYA
50
GARGOS
PRESS START
TUSK
78
GARGOS
PRESS START

When Gargos begins fire attacks, use your counterattack move. This scores you a free hit.


TUSK
91
GARGOS
PRESS START

Avoid high-hitting combos when on the offensive – Gargos combo-breaks them at will, giving him a chance to regain his energy.

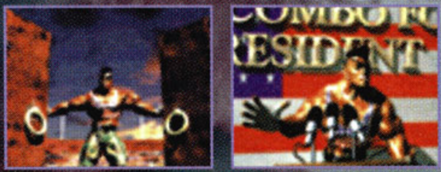

GARGOS
52
SPINAL
SPINAL
52
GARGOS

The only way you can defeat Gargos is by finishing him off with a combo that knocks him into the air. You still lose even if you have more energy when time runs out.

THE END?

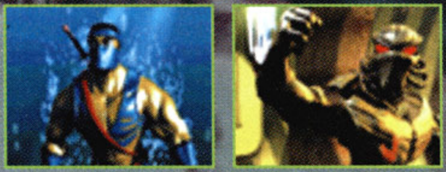
A new twist has been added to the endings: How you defeat your arch-rival in the game determines your ending. For example, if Fulgore defeats Jago with a finishing move, his ending is different than if he defeats him normally.

COMBO



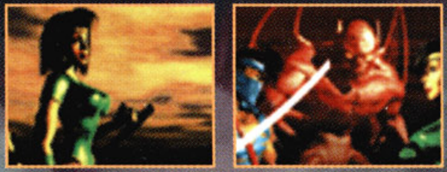
Having won the tournament and vanquished Gargos, Combo knows he can do anything. Rejected by modern society for cheating, Combo grabs the chance to win fame again – this time in the arena. Staying in the past, he puts his fighting skills to work and quickly becomes a great champion.

JAGO



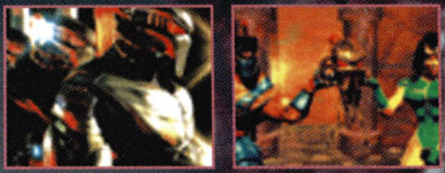
Jago has risen to heights only a grand master can attain. After all the battles, Jago senses Fulgore has survived. He knows he must watch his back. The attack is quick to arrive, but the mysterious Orchid comes to Jago's aid once again, and Fulgore is destroyed. However, the new team must face a familiar enemy as Ultratech is rebuilt. The fight is not over yet.

ORCHID



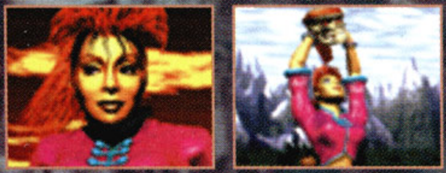
Gargos is defeated, and the forces of good can rid the world of Ultratech. Cursing Orchid as he dies, Gargos reveals Jago is her brother, and they'll both soon be dead. Reaching beyond the grave, Gargos possesses Sabrewulf and attacks. However, Jago slays Sabrewulf, and the siblings return home to a new life.

FULGORE



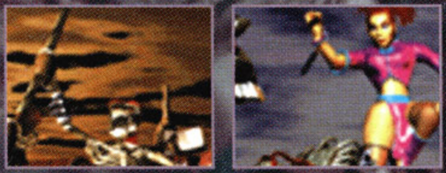
Defeating Gargos opens the way toward a more robot-controlled Ultratech. Fulgore's task is incomplete, however, and his deadly nemesis is still alive. Jago and Orchid join forces and assail Fulgore, and the price is high. Fulgore's destruction at the hands of Jago and Orchid also seals the fate of Ultratech.

KIMWU



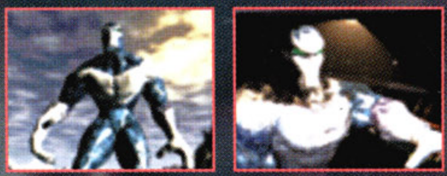
Her task as guardian complete, Kim can now return home. After a long trek back to her homeland, Kim is confident that she is safe from danger. Undefeated in combat, and with her enemies crushed, Kim has proven that she's the best guardian yet to bless her people.

SPINAL



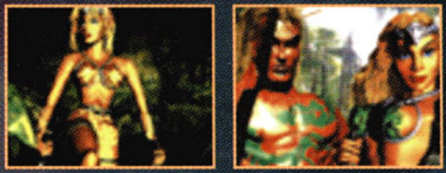
Freed of the chains of slavery, Spinal relishes his freedom. He is unable to recover the artifact that summoned him, however, and contemplates his future. Lost, he goes to consult with his ancestors. During the ceremony, he learns one important lesson: Never leave your enemies alive.

GLACIUS



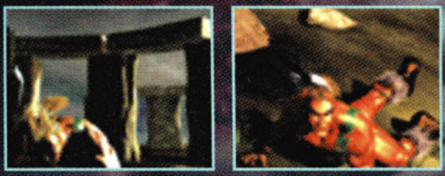
With Gargos defeated, Glacius starts the long search for his lost comrades. Frustrated, he resigns himself to a long trip home alone. Leaving Earth, his victory is hollow, as his mission is a failure and his people remain lost.

MAYA



After Maya saves her homeland from Gargos, her life in the rain forest can resume, and she finds a new admirer. The two are soon married. Their reign is a long and peaceful one.

TUSK



With this challenge successfully completed, Tusk thirsts once more for battle, and begins the arduous journey back to the arena. For now, at least, he lives only for the fight. Tusk goes on to become the greatest undefeated champion ever seen.

GAME ENHANCERS

Genesis (Game Genie)

Mortal Kombat 3

DM2A-JA3Y	From the main menu, press Button A, Button B, or Button C twice to bring up each of the three secret menus.
C5ZT-GA28	Player One takes all damage
BWXT-KA62	First fight for Player One is against Shang Tsung
B8XT-KA62	First fight for Player One is against Motaro
HW1T-KAA4 + BW1T-JAA6	All fights after the first are against Shang Tsung
HW1TKAA4 + B81T-JAA6	All fights after the first are against Motaro

Game Gear (Game Genie)

Captain America and the Avengers

019-67F-7FB	Start with very little energy on first life
328-86F-7FB	Start with half energy after first life
108-89F-91D	Infinite lives

Ecco 2: The Tides of Time

0440-20B-C4A + 884-22B-2A2 + 004-27B-3BA	Start on DDD Swimming
144-20B-C4A + 884-22B-2A2 + 004-27B-3BA	Start on Vortex Queen
366-8C6-5DD + 3E6-8E6-D56	Infinite air

Primal Rage

020-61D-E6E	Faster timer
001-9AE-3BA	Computer can't win a round
00E-05A-919	Invincible

Super NES (Game Genie)

Batman Forever

A40A-AA9R	Infinite lives
BDBT-AA9A	Use all the weapons without selecting them

Doom

BDEA-B053 + 62EA-B953	Start with mega health and armor
E3EA-B153	Start with more ammo
CBD3-B17F	Heat vision/color blind mode
D7CF-F953	Select "The Shores of Hell" or "Inferno" in any skill level

Judge Dredd

EE63-1318	Start with all weapons and almost infinite ammo
DB62-1A38	Start with nine lives
EEA9-1CB7	Flash longer after getting hit
De6D-C338	Start with very little energy on your first life
DE3A-48B7	Start with very little energy after first life

Jungle Strike

C2A9-4FA7	Infinite armor
7485-C701	Start with mega fuel
B186-C7A1	Start with mega hellfires
748B-C4A1	Start with mega gun ammo
748B-CF01	Start with mega hydras

Mortal Kombat 3

D421-1DD8	Press Select on main menu for Kooler Stuff option
6D37-CF02	Player Two takes all the damage
CE8F-3FB7 + BA23-3727 + D6AE-4FFF	Always fight Cyrax
CE8F-3FB7 + BA23-3727 + D3AE-4FFF	Always fight Smoke
CE8F-3FB7 + BA23-3727 + FDAE-4FFF	Always fight Shao Kahn

Ninja Gaiden Trilogy: Ninja Gaiden

DD81-1F97	Infinite timer
DBC5-4DF4	Start with nine lives
C9C3-3F2D	Infinite energy

Ninja Gaiden Trilogy: Ninja Gaiden II – The Dark Sword of Chaos

DFB3-144F	Start with very little energy
CB69-CD57	Infinite lives
DDC4-1F47	Ninja stars don't use ninja power

Super Mario World 2: Yoshi's Island

C2EE-649F	Infinite lives
C23F-ADDD	Start timer doesn't decrease when hit
CB8A-64D5 + 108A-6405 + 3C8A-6465	Always score 100 points
C2C8-A465	After using the magnifying glass, red coins and hidden items are always revealed
5E8A-AF7B	Red exclamation marks stay on for very long time

GAME ENHANCERS

Super NES (Game Genie)

Aaahh!!! Real Monsters

C282-04A7	Infinite energy
DD8E-4DD7	Infinite garbage
DDC0-3FDF	Infinite lives
DDAA-1464	Infinite scares
4D69-37BF	Start with 20 special scares
D4CB-A7DD	Most health power-ups worth more

ActRaiser 2

9D27-4DD1	Start with 50 lives on Easy
9D27-4D61	Start with 50 lives on Normal
9D27-4FD1	Start with 50 lives on Hard
DD67-4468	Infinite lives
3C65-CFA8	Infinite magic (must have one to cast)
C2B0-CF07	Protection from most enemies
C2B2-C7D3	Protection from some ground hazards
DBC0-37A7	Small magic power-up adds nine
DBC9-3407	Large magic power-up adds nine
F0C7-3D67	Small health power-ups heal completely
F0C9-3FD7	Medium health power-ups heal completely
F0C7-3FA7	Large health power-ups heal completely
DDB3-C764	All enemies take one hit to kill
DD33-476F	Infinite time

Animaniacs

DFC8-3D0C	Every coin gives you 999 saved slot rotations
CBBF-47DA + D6BF-470A + DFBF-476A	Super jump and float

Breath of Fire

D9BF-CD69	Create a new character that starts at level 5
BBBF-CFD9	Create a new character that starts with 153 maximum HP
BBBF-CF69	Create a new character that starts with 153 HP
FF0BF-C469	Create a new character that starts with 20 AP
F1B4-CD09	Create a new character that starts with INT. at 22
F1B4-CD69	Create a new character that starts with agility at 22
46B4-CFD9	Create a new character that starts with fate at 40
74BF-C7A9	Create a new character that starts with strength at 50
74B4-CDD9	Create a new character that starts with vigor at 50

Castlevania: Dracula X

C96D-17FF	Infinite energy
4929-1763	Small hearts worth 25
C9A6-3D94	Item crash doesn't use hearts
6D81-170F	Start with 99 hearts
C9AF-47A7	Infinite lives
C969-CD2D	One hit and you're invincible

Genesis (Game Genie)

Batman Forever

A4OA-AA9R	Infinite lives
CDXA-AA3N	Infinite time
GJNT-AADE	Start with 50 lives

Comix Zone

963B-4JAC	Ice Tea fully heals player

The Death and Return of Superman

ACDT-ANPE	Infinite lives
ACLT-ANLC	Infinite special attacks

Dragon: The Bruce Lee Story

ACPT-AAA8	Super power
98AT TCAR	Standing weak kick does more damage
977T TCEW	Standing weak punch does more damage
978A TCC4	Crouching weak kick does more damage
C38A V92T	Crouching weak punch does more damage

Earthworm Jim 2

HFZW-LAFN	Start with 9000 bullets
K7ZW-L8FN	Start with mega ammo
RH2W-J6T8	Infinite lives
HF1C-LAH6	Start with 900% health
971C-LAH6	Start with mega health
971W-L8ET	Flash longer after getting hit

Garfield: Caught in the Act

RHCA-E6Y2 + RHCA-E6Y4	Infinite ammo when standing
RHYT-E61T + RHYT-E61W	Infinite lives
ADZT-EACC + RGZA-A6YJ + RGZA A6YL	Don't lose energy
RHDT-A6T8 + RHDT-A6VA	One hit and you're invincible

Incredible Hulk

ALVT-8A82	Level-select screen appears after you start
DVPV-AA9Y	Don't take damage as Hulk/Super Hulk
DVRB-AA6W	Don't take damage when "hulked out"
A4YT-8A46	Don't lose health with time when "hulked-out"
ABDV-AAA6	No lives lost from running out of health
ABNB-AAGT	No lives lost from falling in water
ACYA-8AG2	Infinite transformation capsules
AC5A-8AB4	Infinite time to defeat bosses
ABRV-AAFN	Guns have infinite ammo
BKJV-AAE6	Can perform Super Hulk moves at 10%
BG4A-8AEY	Start with nine lives

Vectorman

AXKT-AA8C	Infinite rocket-boost jumps
R0RA-N60Y	Weapons don't run out
RGNA-A61L	All health power-ups max out health
AL8A-AA72	Invincibility
F4PT-AA3T	Infinite time
C49T-AA28	Infinite lives
B8MT-AACE	Start on Twist and Shout level
CCMT-AACE	Start on bonus level

X-MEN
CHILDREN OF THE ATOM
The Mutants Come Home!

Here are all the moves for the mutants in the Saturn version of the arcade fighting game!

By Major Mike

Colossus

Colossus Charge

Horizontal Charge:
Motion ↓ ↘ → QK

Diagonal Charge:
Motion ↓ ↘ → MK

Vertical Charge:
Motion ↓ ↘ → FK

Colossus Spin

Motion ↓ ↘ → P

Note: Tap P to spin your opponent faster.

Maximum

Super Armor

Motion ↓ ↙ ← (QP MP FP)

Maximum

Dive Bomb

Motion ↓ ↘ → (QP MP FP)

Cyclops

Optic Blast

Low Optic Blast:
Motion ↓ ↘ → QP

Standing Optic Blast:
Motion ↓ ↘ → MP

Angled Optic Blast:
Motion ↓ ↘ → FP

Note: The Optic Blast can also be done in the air.

Gene Splice

Motion → ↓ ↘ P

Note: If you connect, continue to press Punch to chain the move into multiple hits.

Maximum

Tracking Beam

Motion ↓ ↙ ← (QP MP FP)

Maximum

Mega Optic Blast

Motion ↓ ↘ → (QP MP FP)

Iceman

Ice Ball

Near Ice Ball:
Tap (QP QK)

Mid Ice Ball:
Tap (MP MK)

Far Ice Ball:
Tap (FP FK)

Note: The Ice Ball can also be done in the air.

Ice Beam

Low Ice Beam:
Motion ↓ ↘ → QP

Horizontal Ice Beam:
Motion ↓ ↘ → MP

High Ice Beam:
Motion ↓ ↘ → FP

Note: The Ice Beam can also be done in the air.

Level Two

Ice Fist

Motion ↓ ↙ ← (QP MP FP)

Maximum

Arctic Attack

Motion ↓ ↙ ← (QP MP FP)

Note: This move can also be done in the air.

Omega Red

Drainer

Vertical Drainer:
Motion ↓ ↘ → FP

Diagonal Drainer:
Motion ↓ ↘ → MP

Horizontal Drainer:
Motion ↓ ↘ → QP

Note: When you grab your opponent with a Drainer, press Punch to drain their life bar or press Kick to drain their Mutant Bar.

Jumping Drainer

These moves are done while in the air.

Vertical Down Drainer:
Motion ↓ ↘ → FK

Diagonal Down Drainer:
Motion ↓ ↘ → MK

Horizontal Drainer:
Motion ↓ ↘ → QK

Note: When you grab your opponent with a Drainer, press Punch to drain their life bar or press Kick to drain their Mutant Bar.

Omega Strike

Vertical Omega Strike:
Motion ↓ ↘ → FK

Diagonal Omega Strike:
Motion ↓ ↘ → MK

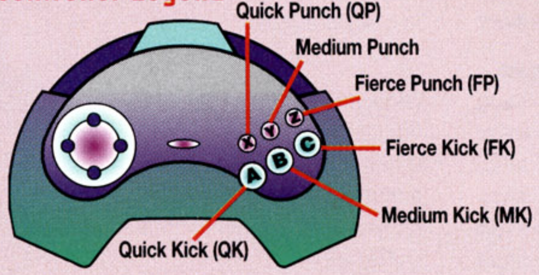
Horizontal Omega Strike:
Motion ↓ ↘ → QK

Maximum

Omega Destroyer

Motion ↓ ↘ → (QP MP FP)

Controller Legend



K = Kick P = Punch

Motion = Move the joystick in one smooth, continuous motion

Tap = Tap the indicated buttons or directions in sequence

Charge = Hold the direction or button indicated for the time indicated

( ) = Execute commands in parentheses simultaneously

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

The Basics

Running and Retreating
Tap →, → to run toward your opponent; tap ←, ← to retreat

Getting Up
To stand quickly after being knocked down, tap →, →, (QK MK FK), or tap ←, ←, (QK MK FK)

Super Jump
Quickly tap ↓, ↑, or press (QK MK FK)

Air Throws
To throw your opponent in the air, hit → and either Fierce button

Air Blocking
To block while in midair, press ←

Psylocke

Psi Flash

Diagonal Down Psi Flash:
Motion ↓ ↘ → QP

Horizontal Psi Flash:
Motion ↓ ↘ → MP

Diagonal Up Psi Flash:
Motion ↓ ↘ → FP

Note: The Psi Flash can also be done in the air.

Psi Blade

Motion ↓ ↘ → K

Note: This move can also be done in the air.

Level Two

Ninjutu

Motion ↓ ↙ ← P or K

Maximum

Psi Thrust

Motion ↓ ↘ →
(QP MP FP)

Note: This move can also be done in the air.

Sentinel

Rocket Punch

Diagonal Down Rocket Punch:
Motion ↓ ↘ → QP

Horizontal Rocket Punch:
Motion ↓ ↘ → MP

Diagonal Up Rocket Punch:
Motion ↓ ↘ → FP

Note: The Rocket Punch can also be done in the air.

Sentinel Force

Diagonal Down Drones:
Motion ↓ ↘ → QK

Horizontal Drones:
Motion ↓ ↘ → MK

Bomber Drones:
Motion ↓ ↘ → FK

Level Two

Sentinel Fly

Motion ↓ ↙ ← (QP MP FP)

Maximum

Plasma Storm

Motion ↓ ↘ → (QP MP FP)

Silver Samurai

Sword Slash

Tap P rapidly

Shuriken

Motion ↓ ↘ → P

Note: This move can be done in the air.

Level Two

Power Sword

Lightning Sword:
Motion ↓ ↙ ← QP

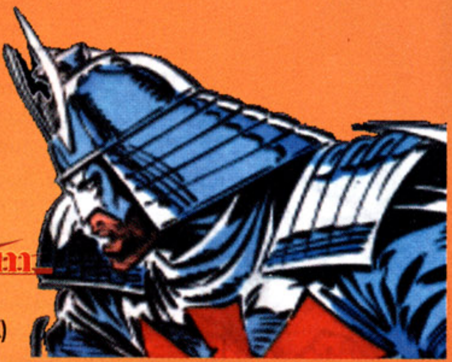
Ice Sword:
Motion ↓ ↙ ← MP

Fire Sword:
Motion ↓ ↙ ← FP

Maximum

Spirit Shadow

Motion ↓ ↘ → (QK MK FK)



Maximum

Mega Shuriken

Motion ↓ ↙ ← (QP MP FP)

Maximum

Samurai Shadow

Motion ↓ ↙ ← (QK MK FK)

Maximum

Lightning Strike

Motion ↓ ↘ → (QP MP FP)

Storm

All of Storm's moves can be done in the air.

Typhoon

Motion ↓ ↘ → P

Lightning Attack

Tap (K P) and move the joystick in the direction you want to attack

Level Two

Storm Wind

Strong Wind:
Motion ↓ ↘ → (QK MK FK)

Vacuum Wind:
Motion ↓ ↙ ← (QK MK FK)

Storm Flight:
Motion ↓ ↙ ← (QP MP FP)

Maximum

Lightning Storm

Motion ↓ ↘ → (QP MP FP)

Spiral

Spiral Sword

Dancing Sword:
Motion → ↘ ↓ ↙ ← (QP MP FP)

Single Sword Throw:
Tap P

Horizontal Group Sword Throw:
Motion ↓ ↘ → MP

Vertical Group Sword Throw:
Motion ↓ ↘ → FP

Level Two

Teleport

Switcheroo:
Motion ↓ ↙ ← QP

Drop From Above:
Motion ↓ ↙ ← MP

Level Two

Power Dances

Increase Strength:
Motion ↓ ↙ ← QK

Increase Speed:
Motion ↓ ↙ ← MK

Invisibility:
Motion ↓ ↙ ← FK

Maximum

Mega Morph

Motion ↓ ↘ → (QP MP FP)

Wolverine

Drill Claw

Tap (K P) and move the joystick in the direction you want to attack

Tornado Claw

Motion → ↓ ↘ P

Note: If your move connects, continue to press Punch to chain the move into multiple hits.

Level Two

Mutant Speed

Motion ↓ ↙ ← (QP MP FP)

Level Two

Healing Factor

Motion ↓ ↙ ← (QK MK FK)

Maximum

Berzerker Barrage

Motion ↓ ↘ → (QP MP FP)

DARKSTALKERS

Felicia
KO
38
Anakaris

Moves

The Saturn has Night Warriors: Darkstalkers' Revenge, but the PlayStation has the original Darkstalkers! Here are the regular and super moves for each fighter.

By Major Mike

PlayStation

ANAKARIS

Mummy

Retribution
When a fireball is close, motion → ↘ ↓ ↙ ← P to catch it

Fireball Spit
After doing a Retribution, motion ↓ ↘ → K to spit the fireball back

Grand Wrap
Motion ↓ ↘ → P

Pharaoh's Curse
During a jump, motion → ↙ ↓ ↘ P

Sarcophagus Smash
Tap (LP MP HP) for close smash; tap (LK MK HK) for far smash

Long Snake
Tap →, ←, →, P

Super Move

Pharaoh's Wrath
Tap →, LP, ↓, LK, MP

BISHAMON

Samurai

Impaler
Motion ← ↙ ↓ ↘ → P

Rush Slash
When Impaler connects, motion ↓ ↘ → P

Spirit Hold
During a jump, motion ↑ ↗ → P

Long Strike
Charge ← one second, tap →, P

Low Strike
Charge ← one second, tap →, K

Retriever
When Impaler connects, motion ↓ ↙ ← P

Super Move

Bushido Crush
Motion → ↘ ↓ ↙ P

Super Move

Super High Slash
Charge ← one second, tap →, ←, →, P

Super Move

Super Low Slash
Charge ← one second, tap →, ←, →, K

DEMITRI

Vampire

Teleport Dive Bomb
Motion ↓ ↙ ← K

Note: This move can also be done in the air.

Fireball
Motion ↓ ↘ → P

Note: This move can also be done in the air.

Spinning Uppercut
Motion → ↓ ↘ P

Super Move

Shadow Beast
When in close, motion ↓ → ↘ (LP MP HP)

FELICIA

Catwoman

Rolling Smash
Motion → ↘ ↓ ↙ P

Scratching Post
When in close, motion → ↘ ↓ ↙ ← K

Litterbox Kick
Motion ↓ ↘ → K

Lunge Kick
Motion ← ↓ ↙ K

Rolling Slash
Motion ← ↙ ↓ ↘ P

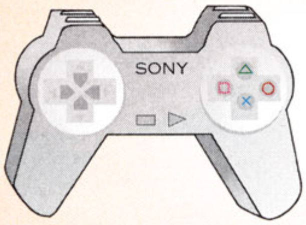
Super Move

Rolling Fury
Motion ↓ ↘ → ← ↙ ↓ (LP MP HP)

Controller Legend

K = Press any Kick button
P = Press any Punch button
L1 Button = Hard Punch
R1 Button = Hard Kick

Button □ = Little Punch
Button △ = Medium Punch
Button ○ = Medium Kick
Button × = Little Kick



Motion = Move the joystick in one smooth, continuous motion
Tap = Tap the indicated buttons or directions in sequence
Charge = Hold the direction or button indicated for the time indicated
( ) = Execute commands in parentheses simultaneously

Note: A super move can be done only when the Special Meter at the bottom of the screen is full.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

LORD RAPTOR

Zombie

Helicopter
Motion ↓ ↙ ← K

Note: This move can also be done in the air.

Hover
During a jump, tap →, → or ←, ←

Coffin Maker
When in close, motion → ↘ → ↗ P

Hell Jump
Motion ← ↙ ↓ ↘ → K

Super Move

Demon Blade
Tap →, ←, (LP MP HP)

Super Move

Hell Blast
Motion → ↘ ↓ ↙ ← K

MORRIGON

Succubus

Air Firebat
During a jump, motion ↑ ↗ → P

Shadow Blade
Motion → ↓ ↘ P

Firebat
Motion ↓ ↘ → P

Demon Blast
During a jump, motion ↓ ↙ ← K

Hell Ride
When in close, motion → ↘ ↓ ↙ ← P

Super Move

Demon Drill
Motion → ↘ ↓ ↙ ← K rapidly

Super Move

Doppleganger
When in close, tap LP, LP, →, LK, HP

RIKUO

Merman

Sonic Attack
Motion ↓ ↘ → P

Glass Gas Attack
Motion ← ↙ ↓ ↘ → K

Jumping Drill
Tap ←, ←, K

Dorsal Saw
Tap ←, →, P

Special Throw #1
When in close, motion → ↘ ↓ ↙ ← P

Special Throw #2
When in close, motion → ↘ ↓ ↙ ← K

Super Move

The Geyser
Motion → ↘ ↓ (LP MP HP) or (LK MK HK)

SASQUATCH

Bigfoot

Frost Blast
Motion ← ↙ ↓ ↘ → P

Ice Fortress
Tap ↓, ↓, (LP MP HP)

Icicle Hammer
When in close, motion → ↘ ↓ P

Refreezer
When in close, motion ↓ ↙ ← K

Vortex Kick
Motion → ↓ ↘ K

Super Move

White Out
Motion ← ↙ ↓ ↘ → (LP MP HP)

JON TALBAIN

Werewolf

Diagonal Down Luna's Hammer
During a jump, motion → ↘ ↓ P

Blaze Kick
Tap ↓, ↑, K

Power Roll Throw
When in close, motion → ↘ ↓ ↙ ← K

Horizontal Luna's Hammer
Motion ↓ ↘ → P

Diagonal Up Luna's Hammer
Motion → ↓ ↘ P

Super Move

Horizontal Luna Sledge
Motion ← ↙ ↓ ↘ → P

Super Move

Diagonal Up Luna Sledge
Motion ↓ ↙ ↗ P

Super Move

Diagonal Down Luna Sledge
During a jump, motion ← ↙ ↓ ↘ P

VICTOR

Frankenstein

Whirlwind Punch
Motion ↓ ↙ ← → P

Von Stomp
Motion ↓ ↙ ← K

Rush Punch
Charge ← one second, tap →, P

Dashing Knee
Tap ↙, ↗, K

The Grab Shock
Grab opponent, then tap ↓, ↑, P

Power-Bolt Throw
Rotate the joystick 360 degrees, tap (LP MP HP)

Rush Kick
Charge ← one second, tap →, K

Super Move

Thunderstrike
Charge ← two seconds, tap →, (LP MP HP)

Super Move

Super Rush Punch
Charge ← two seconds, tap → (LP MP HP)

DARKSTALKERS

Saturn

STREET FIGHTER ALPHA

Move List

PlayStation

Adon

Front Kick
Tap (↘ FK)

Jaguar Kick
Motion ← ↓ ↙ K

Jaguar Tooth
Motion → ↘ ↓ ↙ ← K

Jaguar Knee
Motion ↓ ↘ → ↗ K

Alpha Counter
Motion ← ↙ ↓ K

Super Moves

Jaguar Breed Assault
Motion ↓ ↘ → ↓ ↘ → P

Jaguar Revolver
Motion ↓ ↙ ← ↓ ↙ ← K

Akuma

Overhead Chop
Tap (→ SP)

Spin Kick
Tap (→ FK)

Diving Kick
At the peak of jumping in, tap (↓ FK)

Fireball
Motion ↓ ↘ → P

Red Fireball
Motion ← ↙ ↓ ↘ → P

Air Fireball
While jumping, motion ↓ ↘ → P

Hurricane Kick
Motion ↓ ↙ ← K

Dragon Punch
Motion → ↓ ↘ P

Forward Roll
Motion ↓ ↙ ← P

Air Roll
Motion ↓ ↘ → ↗ P

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Alpha Counter
Motion ← ↙ ↓ K

Super Moves

Vacuum Fireball
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P

Rising Dragon Wave
Motion ↓ ↘ → ↓ ↘ → P

Aerial Vacuum Fireball
While in the air, motion ↓ ↘ → ↓ ↘ → P

Charlie

Jumping Back Kick
Tap (→ FK) or (← FK)

Charging Side Kick
Tap (→ HK) or (← HK)

Sonic Boom
Charge ← two sec, tap →, P

Flash Kick
Charge ↓ two sec, tap ↑, K

Alpha Counter
Motion ← ↙ ↓ P

Super Moves

Sonic Blade
Charge ← two sec, tap →, ←, →, P

Somersault Justice
Charge ↙ two sec, tap ↘, ↙, ↑, K

Crossfire Blitz
Charge ← two sec, tap →, ←, →, K

Birdie

Head-Butt Charge
Charge ← two sec, tap →, P

Turn-Around Head-Butt
Hold any two punch or kick buttons, then release

Note: The longer you hold the buttons, the more damage you inflict.

Chain Grab
Motion ↙ ↓ ↘ → ↗ P

Alpha Counter
Motion ← ↙ ↓ P

Super Moves

Leaping Chain Grab
Motion ↓ ↘ → ↓ ↘ → P or K

Mega Head-Butt Rush
Charge ← for two sec, tap →, ←, →, P

M. Bison

Scissors Kick
Charge ← two sec, tap (→ K)

Psycho Aura
Charge ← two sec, tap (→ P)

Head Stomp
Charge ↓ two sec, tap (↑ K)

Demon Flight
Charge ↓ two sec, tap (↑ P)

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

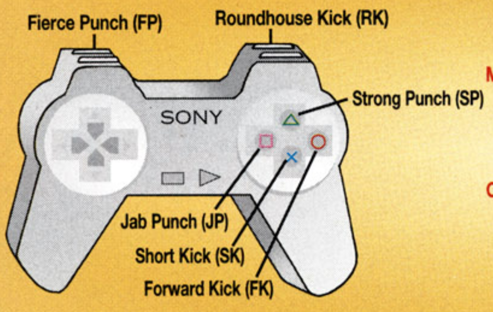
Alpha Counter
Motion ← ↙ ↓ P

Super Moves

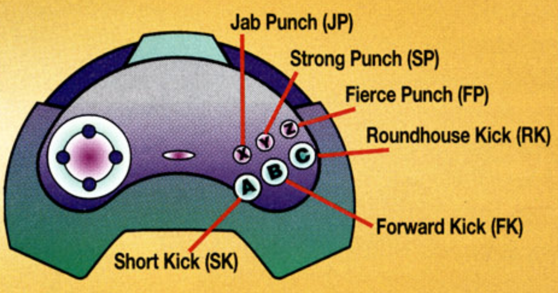
Knee Press
Charge ← two sec, tap →, ←, (→ K)

Psycho Crusher
Charge ← two sec, tap →, ←, (→ P)

Controller Legend – Playstation and Saturn



P = Any Kick button
K = Any Punch button
Motion = Move the joystick in one smooth, continuous motion
Tap = Tap the indicated buttons or directions in sequence
Charge = Hold the direction or button indicated for the time indicated
( ) = Execute commands in parentheses simultaneously



Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Chun Li

Heel Kick
While in the air, hold ↓, tap FK

Knee Flip
Tap (↘ RK)

Split Kick
Motion → ↘ ↓ ↙ ← K

Lightning Kick
Tap K repeatedly

Fireball
Charge ← for two sec, tap →, P

Vertical Spin Kick
Charge ↓ for two sec, tap ↑, K

Alpha Counter
Motion ← ↙ ↓ K

Super Moves

Thousand-Burst Kick
Charge ← for two sec, tap →, ←, →, any K

Spinning Shadow Kick
Charge ↙ for two sec, tap ↘, ↙, ↑, K

Power Storm
Motion ↓ ↘ → ↓ ↘ → P

Dan

Fireball
Motion ↓ ↘ → P

Dragon Punch
Motion → ↓ ↘ P

Gale Kick
Motion ↓ ↙ ← K

Alpha Counter
Motion ← ↙ ↓ K

Super Moves

Vacuum Fireball
Motion ↓ ↘ → ↓ ↘ → P

Rising Dragon Wave
Motion ↓ ↘ → ↓ ↘ → K

Fury Kick
Motion ↓ ↙ ← ↓ ↙ ← K

Ken

Overhead Axe Kick
Tap (→ SP)

Ground Roll
Motion ↓ ↙ ← P

Fireball
Motion ↓ ↘ → P

Hurricane Kick
Motion ↓ ↙ ← K

Dragon Punch
Motion → ↓ ↘ P

Alpha Counter
Motion ← ↙ ↓ P

Super Moves

Rising Dragon Wave
Motion ↓ ↘ → ↓ ↘ → P

Vertical Dragon Wave
Motion ↓ ↘ → ↓ ↘ → K

Rose

Slide Kick
Tap (↘ FK)

Soul Spark
Motion ↙ ↓ ↘ → P

Soul Reflect (Absorb)
Motion ↓ ↙ ← JP

Soul Reflect (Horizontal)
Motion ↓ ↙ ← SP

Soul Reflect (Diagonal Up)
Motion ↓ ↙ ← FP

Soul Catch
Motion → ↓ ↘ P

Alpha Counter
Motion ← ↙ ↓ P

Super Moves

Aura Soul Spark
Motion ↓ ↙ ← ↓ ↙ ← P

Aura Soul Catch
Motion ↓ ↘ → ↓ ↘ → P

Soul Illusion
Motion ↓ ↘ → ↓ ↘ → K

Guy

Overhead Slam
Tap (→ SP)

Elbow Drop
While in the air, tap (↓ SP)

Bushido Running Side Kick
Motion ↓ ↘ → FK

Bushido Running Stop
Motion ↓ ↘ → SK

Bushido Short Jump Kick
Motion ↓ ↘ → RK

Bushido Leap*
Motion ↓ ↘ → P

Rising Spin Kick
Motion ↓ ↙ ← K

Alpha Counter
Motion ← ↙ ↓ P

Super Moves

Bushido Rage
Motion ↓ ↘ → ↓ ↘ → K

Bushido Jump
Motion ↓ ↘ → ↓ ↘ → P

**Note: Tapping a punch button during the move causes Guy to perform the Dropping Elbow Attack. If Guy is above his opponent, tap Punch and he throws them.*

Ryu

Overhead Punch
Tap (→, SP)

Spin Kick
Tap (→, FK)

Fireball
Motion ↓ ↘ → P

Hurricane Kick
Motion ↓ ↙ ← K

Dragon Punch
Motion → ↓ ↘ P

Alpha Counter
Motion ← ↙ ↓ P

Super Moves

Vacuum Fireball
Motion ↓ ↘ → ↓ ↘ → P

Vacuum Hurricane Kick
Motion ↓ ↙ ← ↓ ↙ ← K

Sagat

Low Tiger Shot
Motion ↓ ↘ → K

High Tiger Shot
Motion ↓ ↘ → P

Tiger Claw
Motion → ↓ ↘ P

Tiger Crush
Motion → ↓ ↘ K

Alpha Counter
Motion ← ↙ ↓ K

Super Moves

Tiger Genocide
Motion ↓ ↘ → ↓ ↘ → K

Tiger Cannon
Motion ↓ ↘ → ↓ ↘ → P

Tiger Raid
Motion ↓ ↙ ← ↓ ↙ ← K

Sodom

Slide Kick
Tap (↓ RK)

Jitte Slice
Motion → ↓ ↘ P

Power Bomb
Motion ↓ ↘ → ↗ P

Carpet Bomb
Motion ↓ ↘ → ↗ K

Alpha Counter
Motion ← ↙ ↓ K

Super Moves

Mega Jitte Slice
Motion ↓ ↘ → ↓ ↘ → P

Mega Power Bomb
Motion two 360-degree circles starting from any direction and press any punch button

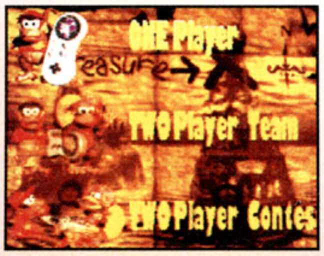
S.W.A.T.PRO

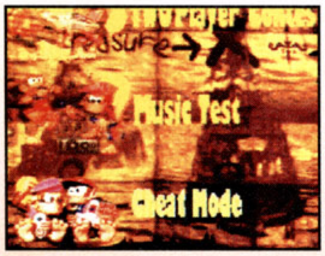
Video Game Strategies, Weapons, and Tactics

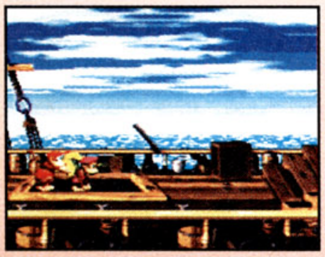
Super NES

Donkey Kong Country 2: Diddy's Kong Quest

50 Lives and Play Without DK Barrels


ONE Player
TWO Player Team
TWO Player Contes


TWO Player
Music Test
Cheat Mode



Start a new game and at the gameplay-mode screen, keep pressing down until Music Test and Cheat Mode appear. Highlight Cheat Mode, then enter the following button presses:

50 Lives: **Press Button Y, Button A, Select, Button A, Down, Left, Button A, Down**

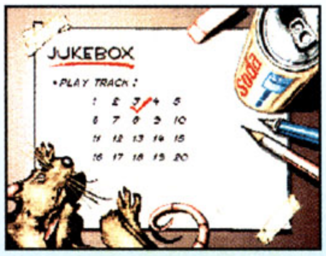
No DK Barrels: **Press Button B, Button A, Right, Right, Button A, Left, Button A, Button X**

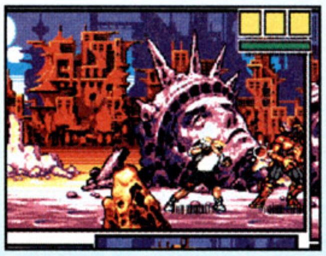
Andy Bergstrom
Superior, WI

Genesis

Comix Zone

Invincibility


JUKEBOX
PLAY TRACK :

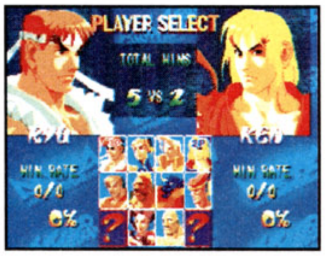


At the title screen, select Options, then select Jukebox. At the Jukebox menu, **press Button C** to play the tunes in the following order: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11. When you start a game, you will be invincible.

PlayStation

Street Fighter Alpha

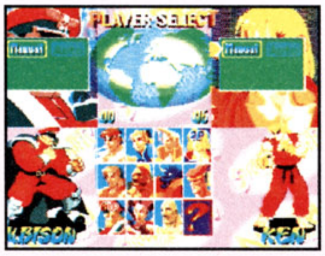
Play as Akuma, M. Bison, and Dan


PLAYER SELECT
TOTAL WINS
5 VS 2
RYU
KEN
WIN RATE
0%

HANDICAP
HIGH
LOW
STAGE SELECT
AUTO SELECT

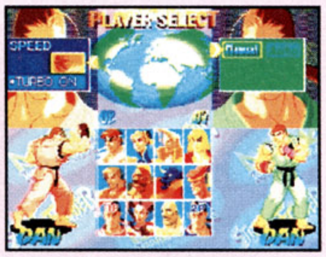
To play as Akuma (Player One): At the player-select screen, Player One must **press and hold Button L2** and move the cursor over the "?" box in the lower left corner. **Then press Left, Left, Left, Down, Down, Down, and simultaneosly press Button □ and Button △**. Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must **press and hold Button L2** and move the cursor over the "?" box in the lower right corner. Then **press Right, Right, Right, Down, Down, Down, and simultaneously press Button ○ and Button ×.**


PLAYER SELECT
M.BISON
KEN

To play as M. Bison (Player One): At the player-select screen, Player One must **press and hold Button L2.** Move the cursor over the "?" box in the lower left corner and **press Left, Left, Down, Down, Left, Down, Down, then simultaneously press Button □ and Button △**.

Player Two: At the player-select screen, Player Two must **press and hold Button L2.** Put the cursor over the "?" in the lower right corner and **press Right, Right, Down, Down, Right, Down, Down, then simultaneously press Button ○ and Button ×**.


PLAYER SELECT
SPEED
DAN
DAN

FIRST ATTACK

To play as Dan (Player One): At the player-select screen, Player One must **press and hold Button R2 or Button L2.** Put the cursor over the "?" box in the lower left corner and quickly **press Button △, Button □, Button ×, Button ○, and Button △**.

Player Two: At the player-select screen, Player Two must **press and hold Button R2 or Button L2.** Put the cursor over the "?" box in the lower left corner, then quickly **press Button △, Button □, Button ×, Button ○, and Button △**.

Win a Free Game from GAMEPRO

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it back to *GamePro* by May 31, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from Infotainment World Books.

Your name ______________________ **Age** ________

Address ______________________________

City ______________ **State** ____ **Zip** ______ **Phone** ________

1) Please indicate whether you read and/or how useful you found each of the following articles from the April issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "5" for "very useful" to "1" for "not at all useful."

The Cover	All / Some / None	5	4	3	2	1
Letter from the GamePros	All / Some / None	5	4	3	2	1
The Mail	All / Some / None	5	4	3	2	1
GamePro Gallery	All / Some / None	5	4	3	2	1
Buyers Beware	All / Some / None	5	4	3	2	1
ProNews	All / Some / None	5	4	3	2	1
GamePro Online	All / Some / None	5	4	3	2	1
The Cutting Edge	All / Some / None	5	4	3	2	1
GamePro Labs	All / Some / None	5	4	3	2	1
64 and Counting: What Happened to the Nintendo 64?	All / Some / None	5	4	3	2	1
The 16-bit Survival Guide	All / Some / None	5	4	3	2	1
Overseas Prospects	All / Some / None	5	4	3	2	1
Sneak Previews	All / Some / None	5	4	3	2	1
PC GamePro	All / Some / None	5	4	3	2	1
Hot at the Arcades	All / Some / None	5	4	3	2	1
PlayStation ProReviews	All / Some / None	5	4	3	2	1
Saturn ProReviews	All / Some / None	5	4	3	2	1
3DO ProReviews	All / Some / None	5	4	3	2	1
Portable Systems ProReviews	All / Some / None	5	4	3	2	1
Quick Hits ProReviews	All / Some / None	5	4	3	2	1
Sports Pages	All / Some / None	5	4	3	2	1
Role-Player's Realm	All / Some / None	5	4	3	2	1
Killer Instinct 2 ProStrategy Guide	All / Some / None	5	4	3	2	1
SWATPro Bonus Section	All / Some / None	5	4	3	2	1
SWATPro	All / Some / None	5	4	3	2	1

2) What game systems do you currently own?

- ☐ 32X
- ☐ 3DO
- ☐ CD-i
- ☐ DOS/Windows computer
- ☐ Game Boy
- ☐ Game Gear
- ☐ Genesis
- ☐ Jaguar
- ☐ Macintosh computer
- ☐ Neo•Geo
- ☐ PlayStation
- ☐ Saturn
- ☐ Sega CD
- ☐ Super NES
- ☐ Virtual Boy

3) Please indicate which of the following publications you purchase or read at least 6 times per year:

- ☐ Die Hard Game Fan
- ☐ Electronic Gaming Monthly
- ☐ Electronic Gaming Monthly 2
- ☐ Game Players
- ☐ GamePro
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Video Games
- ☐ Tips & Tricks

4) Have you ever visited GamePro Online on America Online?

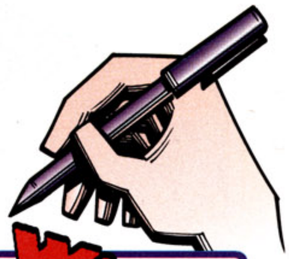
☐ Yes ☐ No

If yes, how useful was it? Circle "5" for "very useful" to "1" for "not at all useful." 5 4 3 2 1

5) How did you get this copy of *GamePro*?

- ☐ Subscribed
- ☐ Purchased at the newsstand
- ☐ Other ______________

____



Enter and Win!

To be eligible to win a free game of your choice, mail, e-mail, or fax your completed survey to:

Mail:
May GamePro Survey
P.O. Box 5959
San Mateo, CA 94402

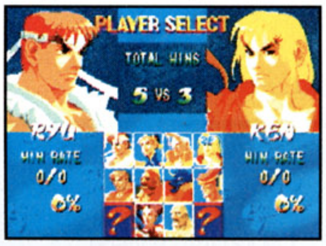
E-mail: comments.gamepro@iftw.com
(Please enter "GamePro Survey" in the subject line.)

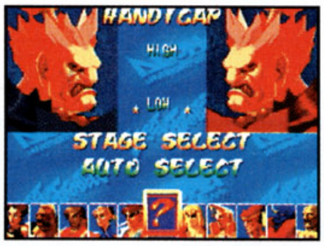
Fax: 415/349-7482

Saturn

Street Fighter Alpha

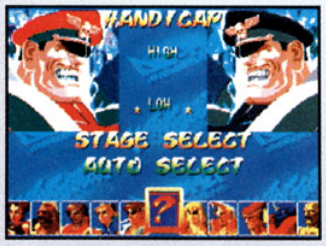
Play as Akuma, M. Bison, and Dan


PLAYER SELECT
TOTAL WINS
5 VS 3
RYU
KEN
WIN RATE
0/0
0%


HANDICAP
HIGH
LOW
STAGE SELECT
AUTO SELECT

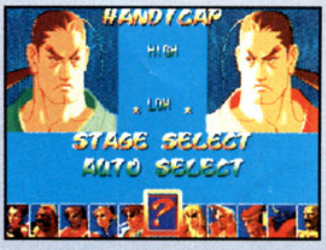
To play as Akuma (Player One): At the player-select screen, Player One must **press and hold the top L button.** Move the cursor over the "?" box in the lower left corner, then **press Left, Left, Left, Down, Down, Down, and simultaneously press Button X and Button Y.** Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must **press and hold Button L.** Move the cursor over the "?" box in the lower right corner. **Press Right, Right, Right, Down, Down, Down, then simultaneously press Button A and Button B.**


HANDICAP
HIGH
LOW
STAGE SELECT
AUTO SELECT

To play as M. Bison (Player One): At the player-select screen, Player One must **press and hold the top L button.** Move the cursor over the "?" box in the lower left corner and **press Left, Left, Down, Down, Left, Down, Down, then simultaneously press Button X and Button Y.**

Player Two: At the player-select screen, Player Two must **press and hold the top L button.** Move the cursor over the "?" in the lower right corner and **press Right, Right, Down, Down, Right, Down, Down, then simultaneously press Button A and Button B.**


HANDICAP
HIGH
LOW
STAGE SELECT
AUTO SELECT

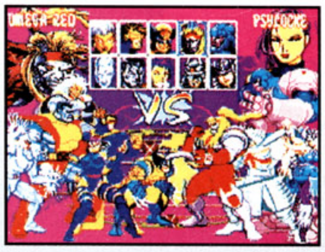
To play as Dan (Player One): At the player-select screen, Player One must **press and hold the top L and R buttons.** Put the cursor over the "?" box in the lower left corner and quickly **press Button Y, Button X, Button A, Button B, and Button Y.**

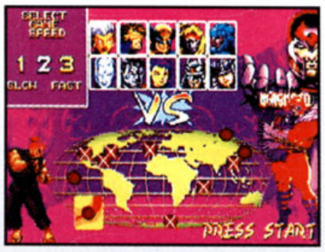
Player Two: At the player-select screen, Player Two must **press and hold Button R and Button L.** Put the cursor over the "?" box in the lower left corner, then quickly **press Button Y, Button X, Button A, Button B, and Button Y.**

Saturn

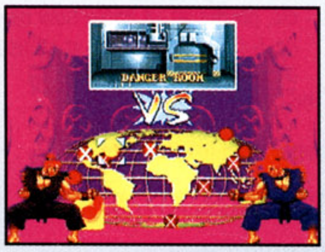
X-Men: Children of the Atom*

Play as Akuma


OMEGA RED
PSYLOCKE
VS


SELECT GAME SPEED
1 2 3
SLOW FAST
VS
PRESS START

58
KO
4 HIT
PRESS START


DANGER ROOM
VS

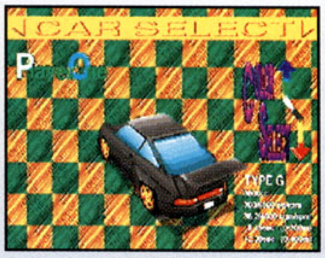
Player One: Put the cursor on Spiral and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Silver Samurai, Psylocke, Colossus, Cyclops, Wolverine, Omega Red, then stop on Silver Samurai. Hold the cursor on Silver Samurai for three seconds, then **simultaneously press Button A, Button C, and Button Z.** Akuma will drop down from above.

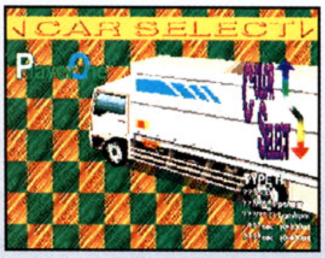
Player Two: Put the cursor on Storm and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, then stop on Spiral. Keep the cursor on Spiral for three seconds, then **simultaneously press Button A, Button C, and Button Z.** Akuma will drop down from above.

Saturn

High Velocity

Hidden Cars


CAR SELECT
TYPE G

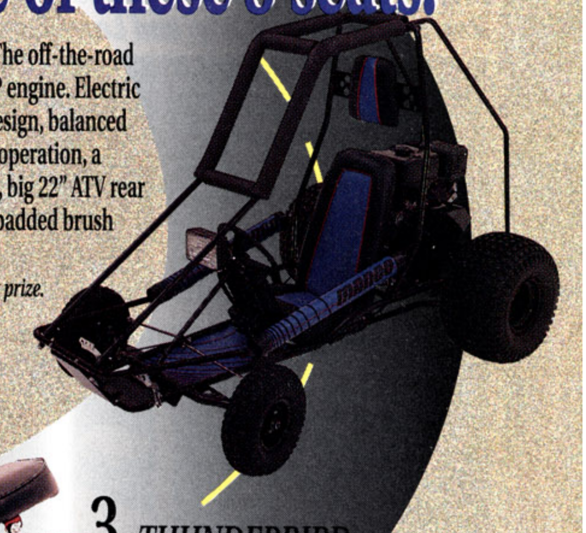


At the car-select screen, **press Right** until you reach car "F." Then **press and hold Button L, Button R, and Button Y. With these buttons held down, press Right**. Now you can select a new car, "G" – the Porsche. You can also select another hidden car, a truck, by **simultaneously pressing and holding Button L, Button R, and Button Y, and pressing Right** again.

*Note: These tricks were tested on an early version of the game and are subject to change.

The 1-2-3 Go-mobile Contest could put *YOU* in one of these 3 seats!

WIN! HOT PRIZES



1. DINGO IX. The off-the-road karter's kart! New 9 HP engine. Electric start, overhead valve design, balanced crank shaft for smooth operation, a large 6.4 quart fuel tank, big 22" ATV rear tires. Custom graphics, padded brush bars! *One cool machine!*

First prize.

2. DINGO®. Torque converter drive, 5 HP engine, ultra-responsive disc brake. Ackerman steering, spring suspension on front wheels to take the bumps, high flotation rear tires for off-road greatness! *Hot fun!*

Second prize.

3. THUNDERBIRD. 3.5 H.P. engine, big 400 x 8" steel wheels, shocks on front and rear smooth the bumps, remote fuel tank, extra thick foam seat. *Action that won't quit!*

Third prize.

THESE COULD BE YOUR COOL WHEELS

Treasure Cove Corporation
"the premium prize company"

GAME RULES: Under the puzzle, you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry, you will find a word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled squares. The word clue letter can only be used on the line next to it. All words in the list are not used. You may photocopy this puzzle and coupon for your friends to enter.

WHAT YOU CAN EXPECT: After this entry you will receive one elimination game at $4.00. The tie breaker will be $2.00. Subsequent tie breakers will be free. Tie breakers will be played until only one person remains. The puzzles will increase in difficulty each time.

○			L		___	W
	○		C		___	O R D
		○	A		___	
O	C	E	Ⓐ	N	A	C L
			U	○	___	U E

daily
totum
~~ocean~~
creek

arbor
dance
prism
breed

dairy
sealed
totem
venue

wreck
ahead
melt
green

WORD CLUE:
What one does while asleep.

All Entrees must be Postmarked by 5-31-96.

Yes. Enter my puzzle in the 1-2-3 Go-mobile Contest!
Here is my $4.00 Entry fee.

Send cash, check, or money order - U.S.Currency Only (no coins) to:

Treasure Cove Corporation
P.O. Box 310 - Dept. GPR002
McHenry, IL 60051-0310

Name:______________________ Age:________
(Please Print Legibly)
Address:______________________

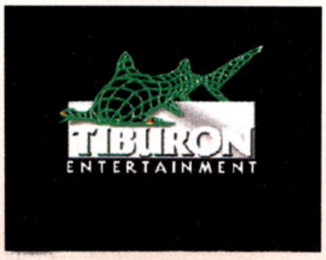
City:____________ State:____________ Zip Code:__________

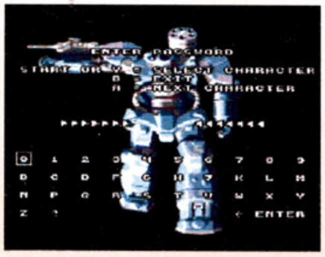
VOID WHERE PROHIBITED BY LAW. Employees and families of Treasure Cove Corp. are ineligible to play. Sponsor of contest responsible only to the limits of entry fee on disputes. Decisions of judges are final. Manufacturers of prizes and the publisher of this magazine are not affiliated with this contest. A "release of liability" form must be signed to accept prizes in this game. Winners under legal age must have parental signature. For a copy of the general rules, please send a self-addressed, stamped envelope to" RULES", P.O. Box 310, McHenry, IL 60051-0310. Dingo® is the registered trademark of Manco Products, Inc. You may photocopy this puzzle and coupon for additional entries.

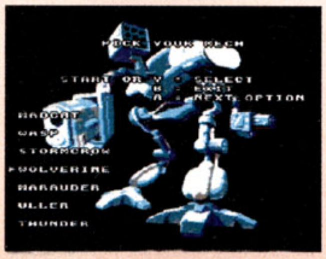
Super NES

Mechwarrior 3050

Play as an Enemy Mech, Passwords for Unlimited Ammo and Invincibility, and Level Passwords


TIBURON
ENTERTAINMENT


ENTER PASSWORD
START OR Y = SELECT CHARACTER
B = EXIT
A = NEXT CHARACTER
ENTER


PICK YOUR MECH
START OR Y = SELECT
B = EXIT
A = NEXT OPTION
MADCAT
WASP
STORMCROW
WOLVERINE
MARAUDER
ULLER
THUNDER

Play as an enemy mech: At the Tiburon logo screen, **press Down, Button A, Button X.** Then enter the following password at the Password screen: **XTRM3K**. Now you can select from several enemy mechs.

Unlimited ammo: **M1R0G3**

Invincibility (this password works only after the Unlimited Ammo and all level passwords have been entered): **MKWFLL**

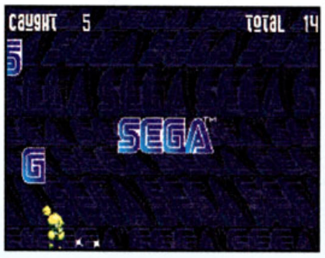
Level Passwords

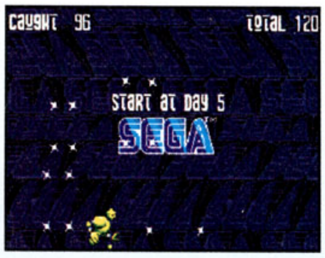
Mission 1:	**BMBRMN**
Mission 2:	**65C816**
Mission 3:	**B1GBND**
Mission 4:	**FSPRNG**
Mission 5:	**YHWX11**

Genesis

Vectorman

See Vector Numbers, Five Little Dots, Slow Down When Hit, and Skip to Stage 5


CAUGHT 5
TOTAL 14
SEGA


CAUGHT 96
TOTAL 120
START AT DAY 5
SEGA

DAY 5
ARCTIC RIDGE

To perform the following tricks, start a game and pause it. Then, while the game is paused, enter any of the following cheats:

See vector numbers: **Press Button B, Button A, Left, Down**

See different vector numbers: **Press Button B, Button A, Left, Left**

Put five little dots around Vectorman: **Press Button A, Button B, Button A, Button C, Button A, Button B, Button B**

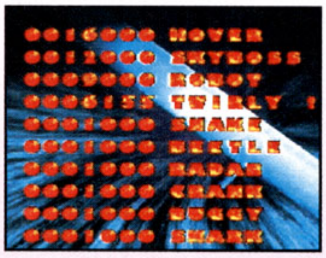
Slow down when hit: **Press Down, Right, Button A, Button C, Up, Left, Button A**

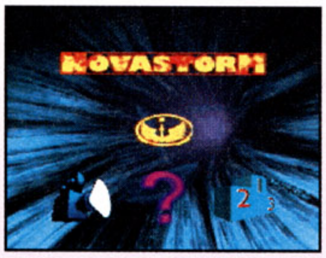
Skip to Stage 5: When the game starts and Vectorman is teetering on the Sega logo, jump under the logo and shoot it 24 times. Then jump up and hit his head on it 12 times. Now, you play a bonus game where letters fall from above. Catch 90 letters and you start the game at Stage 5.

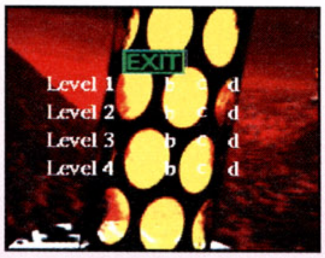
PlayStation

Novastorm

Stage Select


0016000 HOVER
0012000 SKYBOSS
0009000 ROBOT
0006155 TWIRLY !
0001000 SNAKE
0001000 BEETLE
0001000 RADAR
0001000 CRANK
0001000 BUGGY
0001000 SHARK



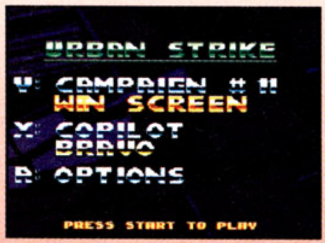

EXIT
Level 1
Level 2
Level 3
Level 4

When you lose your last ship and if you make the High Score screen, enter the name **TWIRLY** and leave a space after it. Then press Start. You see a winged symbol at the main menu. Highlight the symbol and press Start. A level-select option appears.

Super NES

Urban Strike: The Sequel to Jungle Strike

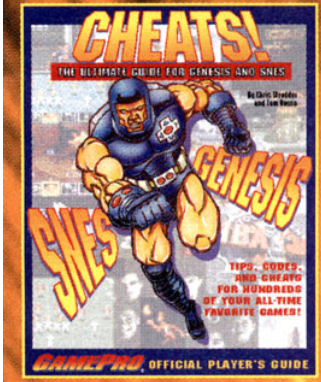
Password


URBAN STRIKE
Y: CAMPAIGN # 11
WIN SCREEN
X: COPILOT
BRAVO
B: OPTIONS
PRESS START TO PLAY

This password takes you to the end credits: **D63PMJTKHWY**

GAMEPRO HOT PICKS for '96

GamePro's Cheats!
The Official Guide to Genesis and SNES

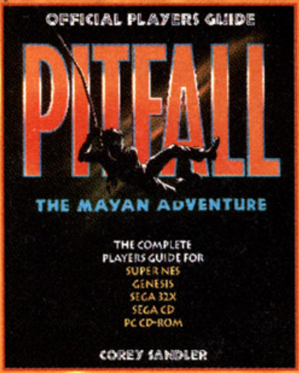

CHEATS!
THE ULTIMATE GUIDE FOR GENESIS AND SNES
GENESIS
SNES
TIPS, CODES, AND CHEATS FOR HUNDREDS OF YOUR ALL-TIME FAVORITE GAMES!
GAMEPRO OFFICIAL PLAYER'S GUIDE

By Chris Strodder and Tom Russo

Written by two of GamePro's editors, this book gives you over 140 pages stuffed full of the tips, tricks, codes and cheats you need to best your friends and become the ultimate gamer!

$9.99 Code: BK-0798 SNES, Genesis

Pitfall The Mayan Adventure Official Player's Guide

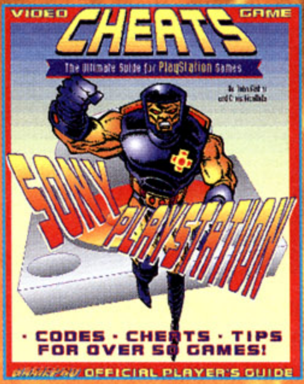

OFFICIAL PLAYERS GUIDE
PITFALL
THE MAYAN ADVENTURE
THE COMPLETE PLAYERS GUIDE FOR
SUPER NES
GENESIS
SEGA 32X
SEGA CD
PC CD-ROM
COREY SANDLER

By Corey Sandler

Time is running out for dear old dad! This exclusive full-color Official Player's Guide gives you all the level maps, strategies, and secret codes you'll need to rescue your father from the spirit of an ancient Mayan Warrior. With this guide in your adventurer's pack, success is only a sling stone's throw away!

$13.95 Code: BK-0488
Genesis, Sega CD, Sega 32X,
SNES, PC CD-ROM

GamePro's Ultimate PlayStation Cheats


VIDEO GAME CHEATS
The Ultimate Guide for PlayStation Games
SONY PLAYSTATION
CODES · CHEATS · TIPS FOR OVER 50 GAMES!
GAMEPRO OFFICIAL PLAYER'S GUIDE

By John Fisher and Chris Nicolella

This exciting collection was written, developed and tested by two top-notch editors of GamePro and includes code that have never been seen before. This 160-page guide is indispensable if you want to master the game (or just cheat your way to the top).

$9.99 Code: BK-0852 Sony PlayStation

Primal Rage Official Player's Guide

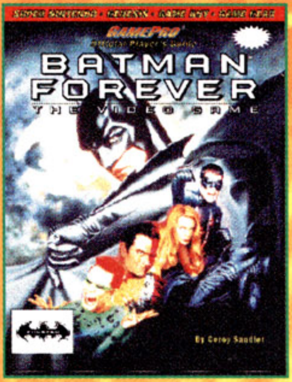
SEGA GENESIS · SUPER NINTENDO · GAME GEAR · GAME BOY
GAMEPRO Presents
PRIMAL RAGE
Official Player's Guide
The Only Exclusive, Fully Authorized, Complete Strategy Guide That Gets You Ready to Rage!
By John Fisher

By John Fisher

All the primal combos and prehistoric moves you'll need are in the Primal Rage Official Player's Guide. This guide is packed with 160 full-color pages of killer tactics, strategies, battle techniques, and finishing moves that will make you ruler of the new Urth.

$10.99 Code: BK-0593
Genesis, SNES,
Game Boy, Game Gear

Batman Forever Official Player's Guide


GAMEPRO
BATMAN FOREVER
THE VIDEO GAME
By Corey Sandler

By Corey Sandler

It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This 128-page super-guide contains all the secrets, strategies, and tips you'll need to beat back Two-Face, The Riddler, and their army of thugs. It's a must-have for game lovers and Batman fans alike.

$9.99 Code: BK-0739
Genesis, SNES,
Game Boy, Game Gear

Products Order Form

☆ Complete the Order Form
☆ Add shipping and handling (see chart)
☆ Add sales tax, residents of CA, IL, NJ and TX only
(CA = 8.25%, IL = 6.25%, NJ = 6%, TX = 8.25%)

To Order:
Fill out product order form and mail to:

GAMEPRO
P.O. Box "P"
San Mateo, CA 94402

☐ Check/Money Order ☐ VISA ☐ Master Card

Credit card No.________________ **Expiration:**________

Signature:________________

Name:________________

Address:________________

City:________________

State:________________ **Zip Code:**________

Phone: (______)________________

Please allow 2-4 weeks for delivery.

Qty.	Code	Description	Unit Price	Total

ORDERS MUST BE PREPAID

Subtotal	
Shipping (see chart)	
Sales Tax (CA=8.25%, IL=6.25%, NJ=6%, TX=8.25%)	
Grand Total (U.S. dollars only)	

Shipping and Handling Charges

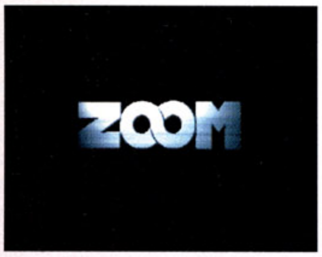
U.S.	Canada	Outside the U.S.
$4.00 each $2.00 each additional	$6.50 each $2.00 each additional	$12.00 each $3.00 each additional

9605GP

PlayStation

Zero Divide

Tiny Phalanx Game and Watch Mode



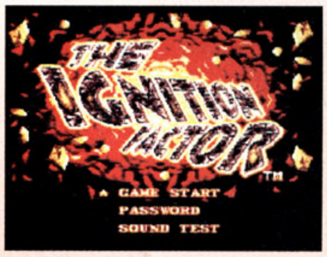
Tiny Phalanx game: To play a small version of the shooter Phalanx, turn the game on and wait for the Zoom logo. At the Zoom logo, **press and hold Start and Select on Controller Two**. Now you can play Tiny Phalanx!

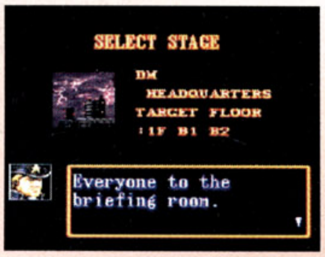
Watch mode: To watch two computer-controlled opponents fight each other at the title screen, **press and hold Buttons L1, L2, R1, and R2**. With 1 Player highlighted, **press and hold Down**. The cursor should be on VS Play. **With the four buttons and Down still held down, press Start**. Now you can pick any two fighters you want and watch the computer fight it out.

Super NES

Ignition Factor

Skip to Stages 2 and 3, and Special Bonus Mission


THE IGNITION FACTOR
TM
GAME START
PASSWORD
SOUND TEST


SELECT STAGE
DM
HEADQUARTERS
TARGET FLOOR
:1F B1 B2

Everyone to the briefing room.

To start at Stage 2: At the title screen, move the cursor to Game Start. Then **press and hold Button R on Controller Two** and **press Start on Controller One**.

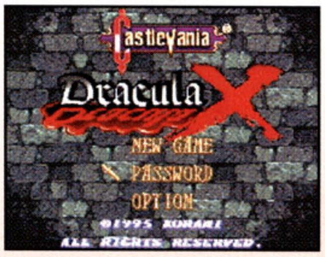
To start at Stage 3: At the title screen, move the cursor to Game Start. Then **press and hold Button L on Controller Two** and **press Start on Controller One**.

Go to the special bonus mission: At the title screen, move the cursor to Game Start. Then **press and hold Button R and Button L on Controller Two** and **press Start on Controller One**.

Super NES

Castlevania: Dracula X

Passwords


Castlevania
Dracula X
NEW GAME
PASSWORD
OPTION
©1995 KONAMI
ALL RIGHTS RESERVED.

Stage 2
Line 1: **Blank, Holy Water, Axe**
Line 2: **Axe, Axe, Axe**
Line 3: **Axe, Holy Water, Holy Water**

Stage 3
Line 1: **Holy Water, Blank, Blank**
Line 2: **Axe, Axe, Blank**
Line 3: **Blank, Holy Water, Holy Water**

Stage 4
Line 1: **Axe, Axe, Axe**
Line 2: **Blank, Holy Water, Holy Water**
Line 3: **Axe, Heart, Heart**

Stage 6
Line 1: **Holy Water, Axe, Axe**
Line 2: **Holy Water, Blank, Holy Water**
Line 3: **Axe, Holy Water, Blank**

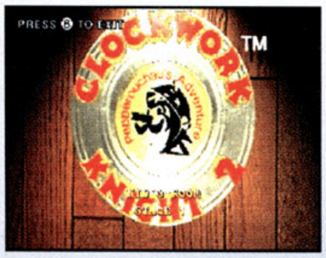
Stage 7
Line 1: **Holy Water, Holy Water, Holy Water**
Line 2: **Axe, Blank, Heart**
Line 3: **Blank, Blank, Axe**

Saturn

Clockwork Knight 2

Level Select and Go to the End

PRESS Ⓐ TO EXIT
CLOCKWORK KNIGHT 2
TM
PRESS START BUTTON


PRESS Ⓐ TO EXIT
CLOCKWORK KNIGHT 2
TM

Enter these cheats at the title screen when the words "Press Start Button" are flashing.

Stage select: **Press Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**

Go to the end of the game: **Press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**

AFTERLIFE OFFICIAL PLAYER'S GUIDE

How Do You Imagine
HELL?

Earn Pennies From Heaven, party in the Disco Inferno, collect your Eternal Reward — anything is possible in this exciting new sim from LucasArts. As Demiurge, your goal is to set up and manage a successful and profitable afterlife. And if you think it sounds easy, just think who you'll be reporting to....

With more than 250 pages of hints, cheats, and strategies in the *Afterlife Official Player's Guide* you'll learn the heavenly secrets and devilish tricks necessary to master this unique and engaging sim.

Inside you'll find:

- Exclusive hints, strategies, and cheats to master the game
- Thorough description of simulation strategies
- Complete inventory of buildings
- A look at the LucasArts techno-magicians behind the game

OFFICIAL PLAYER'S GUIDE
AFTERLIFE

To order your copy, fill out the form below and mail to: **Infotainment World Products, P.O. Box "P", San Mateo, CA 94402**

Add $4.00 for shipping and handling ($6.50 to ship to Canada, $12.00 to ship outside the U.S. or Canada.) Add $2.00 extra for each additional book ordered, $3.00 extra outside the U.S. Add sales tax, residents of CA, IL, and NJ only (CA=8.25%, IL=6.25%, NJ=6%, TX=8.25%).

☐ Check/Money Order ☐ VISA ☐ MasterCharge

Credit card # ____________________ **Expiration** __________

Signature ____________________

Name ____________________

Address ____________________

City ____________________ **State** ______ **Zip Code** __________

QTY	CODE	UNIT PRICE	TOTAL
	ORDERS MUST		
	BE PREPAID		

Subtotal

Shipping

Sales Tax (CA=8.25%, IL=6.25%, NJ=6%, TX=8.25%)

GRAND TOTAL (U.S. dollars only)

GP0596

PlayStation

Thunderstrike 2

Passwords

LOAD GAME
NEW GAME
OPTIONS
SELECT OPTION
SHOW HIGH SCORES

ENTER PASSWORD
8JGK48VURBMA5JQ
CANCEL
CHOOSE LETTER
SELECT LETTER
OK

Note: 0 is a zero; o is the letter o

South America

Level 1:	oNHV0V6VEBDU55Q
Level 2:	2NH70V9VEFDQ592
Level 3:	7RH30V7AEFD64BI
Level 4:	8NH30V8EEJD24PI

Gulf 2 – Oil Dispute

Level 1:	VNHR0V0E6JDE531
Level 2:	0RHV0Uo66NDA53A
Level 3:	IFHD0UoU6RDM5P2
Level 4:	NJHP0UKE6VDI5BI

Stealth

Level 1:	o7HP0UoQAUDE45A
Level 2:	U7HL0UNIAUDA5RA
Level 3:	AFHP0UKUA2DM4HI

Central America

Level 1:	FJHL0UGII2CE4KI
Level 2:	G7HH0U72I2CA5R2
Level 3:	2BHP0URQI6CM58A

South China Sea

Level 1:	KRG50URQ26GE4J2
Level 2:	0RGL0UTI3AGA5UI
Level 3:	FRG951CM3EGM521

Panama

Level 1:	93G5SD9UNGGE4oA
Level 2:	VV55HUENGGA4SQ
Level 3:	JNGH4CPUNKGM5TI

Eastern Europe

Level 1:	L3GG4406VoEE5RI
Level 2:	F7GK5S2QV0EA41A
Level 3:	27GK50UMV4EM58Q

Gulf 1 – Canyon

Level 1:	7FGK48T6R8ME4NI
Level 2:	8JGK48VUR8MA5JQ
End:	T7GK28U2SCMM4oI

Super NES

Frantic Flea

Passwords

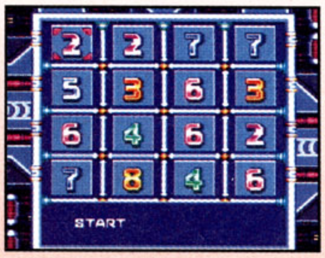
PASSWORD
BCDFG
HJKLM
NPQRS
TVWXZ
MDVQL
material is © 1994 Haze Tek

Zone 1, Level 1:	CLQCK
Zone 1, Level 2:	ZMTHT
Zone 1, Level 3:	GPPQW
Zone 2, Level 1:	DJQCT
Zone 2, Level 2:	WLCSN
Zone 2, Level 3:	RLHQZ
Zone 3, Level 1:	JMGVB
Zone 3, Level 2:	NRWPC
Zone 3, Level 3:	MDWQL

Super NES

Mega Man X3

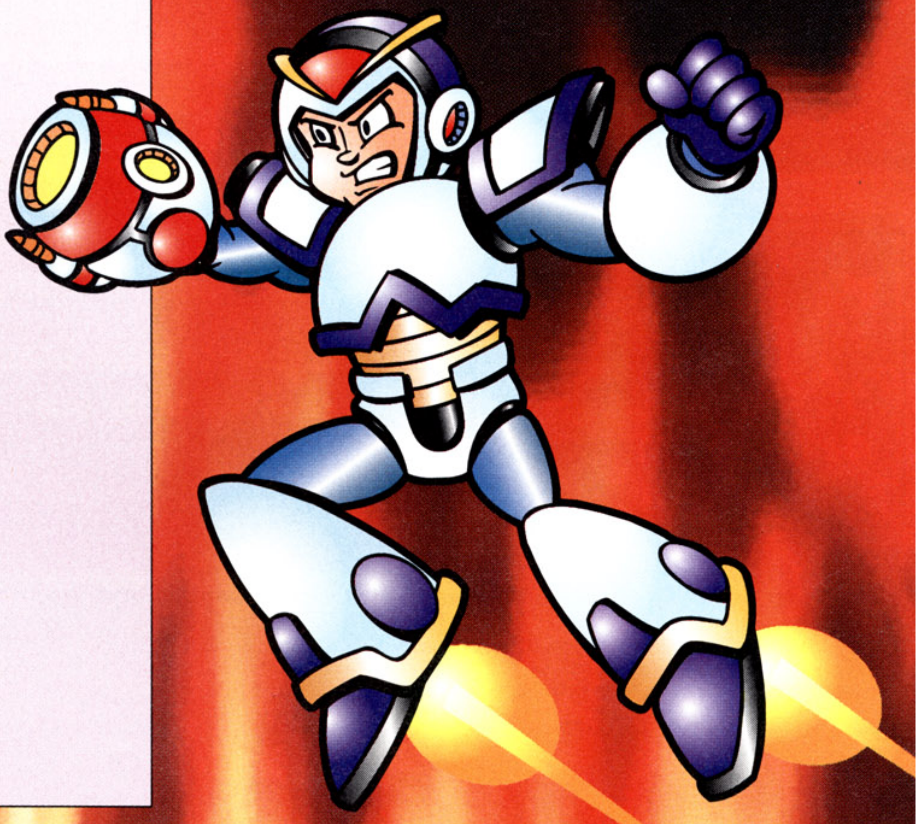
Password


2 2 7 7
5 3 6 3
6 4 6 2
7 8 4 6
START

Enter this password and Mega Man will be on the last level with the E-tanks, weapons, heart containers, mech. letters, and all the regular adaptations:

6164
4155
6872
3116

Gary Loyola
Novi, MI



GAMEPRO® Advertising Sales Offices

(For advertising sales calls only, please.)

Cynthia Sandor, Associate Publisher
Sara Wood, Advertising Coordinator
Susan S. Crown,
Marketing Services Manager
Manisha Patel, Marketing Services Specialist

Western United States

Craig D. Lee
Regional Manager
(415) 286-2583

Josie Dollente
Sales Associate
(415) 286-2560

951 Mariner's Island Boulevard
San Mateo, CA 94404
FAX: (415) 349-8532

Midwest/Eastern United States

Cyndy Sandor
Associate Publisher
TEL: (415) 286-2516

951 Mariner's Island Boulevard
San Mateo, CA 94404
FAX: (415) 349-8532

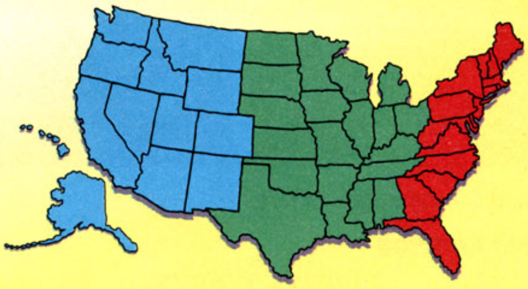
Eastern United States

John McMahon
Regional Manager

Continental Plaza III
433 Hackensack Ave.
Hackensack, NJ 07601
TEL: (201) 489-6555
FAX: (201) 489-6277

List Rentals

Randy Randolph
Fulfillment Specialist
(415) 286-2505



INDEX OF ADVERTISERS

Acclaim 44, 45
Accolade 10, 11, 18,19
Blockbuster 89
Capcom. . . . 2nd Cover, 1, 27, 28, 29, ... 74, 75
Chips & Bits 61
Crave 67
Fila Footwear 5
Fox Interactive 55
Funco Inc. 117
GameTek 37
Interact . . . . 128, 3rd Cover
Interplay 78, 79
Konami 9
MCA/Universal 25
Playmates 7, 69
Sony 2,3, 59
Tecmo 83
Time Warner 73
Treasure Cove 119
UBI Soft 71
Williams Entertainment . . . . 4, 23, ... 53
Working Designs 87

This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.

GAMEPRO Back Issues!

The definitive source for the best tips and reviews of the hottest games for all home video game systems.

#40 (Nov. '92) Street Fighter II Strategy Guide Insert, Pt.3
#41 (Dec. '92) Street Fighter II Strategy Guide Insert, Pt.4
#42 (Jan. '93) Street Fighter II Strategy Guide Insert, Pt.5
#43 (Feb. '93) Art of Fighting/World Heroes Special Insert
#44 (Mar. '93) Sonic 2 Strategy Insert, Pt.1
#45 (Apr. '93) Sonic 2 Strategy Insert, Pt.2
#46 (May '93) Super Sports Roundup Insert
#47 (Jun. '93) Super Star Wars Strategy Guide Insert
#48 (July '93) Jurassic Park! Star Wars SNES Secrets!
#49 (Aug. '93) Street Fighter II Turbo Preview
#50 (Sept. '93) Mortal Kombat, Street Fighter II Turbo Insert, Pt.1
#51 (Oct. '93) Super SF II Turbo Insert, Pt.2, PLUS Samurai Shodown
#52 (Nov. '93) Sonic Spinball and Sonic Chaos
#53 (Dec. '93) Teenage Mutant Ninja Turtles: Tournament Fighter
#54 (Jan. '94) Mortal Kombat II
#55 (Feb. '94) Stars of '93 – Editors Choice Awards
#56 (Mar. '94) NBA Jam/Game Gear Guide
#57 (Apr. '94) Incredible Hulk/Sonic 3 Strategy Guide
#58 (May '94) Making of Mortal Kombat II
#59 (June '94) Virtua Racing/ Mortal Kombat II Strategy Guide
#60 (July '94) Super Street Fighter II (SNES, Genesis, Turbo Arcade)
#61 (Aug '94) Mortal Kombat II (SNES, Genesis, Game Boy, Game Gear)
#62 (Sept '94) The Death and Return of Superman PLUS Incredible Hulk Strategy Guides
#63 (Oct '94) Sonic and Knuckles/Primal Rage Strategy Guide
#64 (Nov '94) Beavis and Butt-Head/Primal Rage Strategy Guide, Part 2
#65 (Dec '94) Donkey Kong/Earthworm Jim Strategy Guide
#66 (Jan '95) Earthworm Jim Strategy Guide
#67 (Feb '95) Making of WeaponLord
#68 (Mar '95) Killer Instinct, Arcade Strategy Guide
#69 (Apr '95) Mortal Kombat III First Look
#70 (May '95) Comix Zone
#71 (June '95) New Game Systems Arrive
#72 (July '95) Judge Dredd
#73 (Aug '95) Fighting Games
#74 (Sept '95) Primal Rage
#75 (Oct '95) Mortal Kombat III
#76 (Nov '95) Virtua Fighter II
#77 (Dec '95) Donkey Kong 2
#78 (Jan '96) Ultimate Mortal Kombat
#CE78 (Spg '96) Cutting Edge/32-& 64-bit
#79 (Feb '96) Street Fighter Alpha
#80 (Mar '96) Killer Instinct 2
#81 (April '96) Resident Evil
$5.00 each (indicate GamePro and issue number on order form)

Return with payment to:

Back Issues
GamePro Magazine
P.O. Box "P"
San Mateo, CA 94402
All orders **MUST** be prepaid.

SPECIAL ISSUE 32- & 64-bit
CUTTING EDGE

Credit Card: ☐ MasterCard ☐ Visa

Card #

Signature Exp. Date

Name

Address

City State Zip Code

Phone (Area Code)

Magazine	Issue #	Quantity	Price for each	Total
	ORDERS MUST			
	BE PREPAID			

Shipping/Handling:

U.S.A.: include $2.50 per copy. Canada: include $4.50 per copy. International: include $7.50 per copy. (U.S. funds only)

Shipping is via surface mail. Allow 4 to 6 weeks for delivery. Add sales tax, residents of CA (8.25%), IL (6.25%), NJ (6%), and TX (8.25%) only

Total Number Ordered ____________
CA, IL, NJ, and TX residents add appropriate tax ____________
Shipping ____________
TOTAL ____________

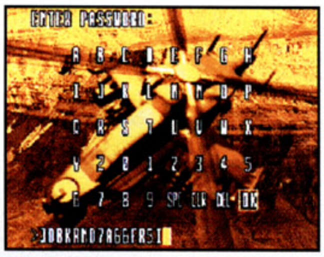
9605GPB

Saturn

Thunderstrike 2

Passwords

LOAD GAME
NEW GAME
OPTIONS


ENTER PASSWORD:
JDBKRND7A66FR5I

Note: 0 is a zero; o is the letter o

South America

Level 1:	**J6HH1FC5VBDVSIQ**
Level 2:	**JVV11NC7CBDVR0Q**
Level 3:	**JV41URC7TBDV1PQ**
Level 4:	**J1M1URC9MBDVV4I**

South America – Stealth

Level 1:	**J9U9U3CRNFDFS9Q**
Level 2:	**J94PUNCQ8FDRK2**
Level 3:	**J819V7CSFFDF141**

Panama Canal

Level 1:	**JSFPVMCV0JCFSF2**
Level 2:	**JSQ9SUCUUJCFRT2**
Level 3:	**JJ19S6K13JCF0TQ**

Central America

Level 1:	**JIoPT3C05NAFTPQ**
Level 2:	**JIT9TBCJ8NAFRU2**
Level 3:	**JL5PTNCLGNAF162**

Eastern Europe

Level 1:	**JLo8QF4NEREFS61**
Level 2:	**JK6KRVCPMREFRVA**
Level 3:	**JNB4RDKB1REF1LQ**

Gulf 1 – Capture

Level 1:	**JNV4RBSAAVMFSK2**
Level 2:	**JN64RNSCNVMFQ2Q**
Level 3:	**JM44RNSF2VMF1AQ**

Gulf 2 – Oil Dispute

Level 1:	**JPL4RNCF236FSQ2**
Level 2:	**JPRKRNCGH36FRDA**
Level 3:	**JB1KRND2B36F0DQ**
Level 4:	**JAN4RND5K36FU11**

South China Seas

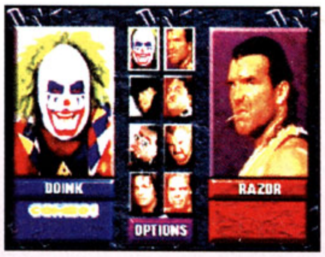
Level 1:	**JB34RND5866FTK2**
Level 2:	**JAI4RND5K66FS4I**
Level 3:	**JDBKRND7A66FR5I**
End:	**JA943ND9U66FINI**

PlayStation

WWF WrestleMania: The Arcade Game

Unlimited Combos

DOINK
OPTIONS
RAZOR

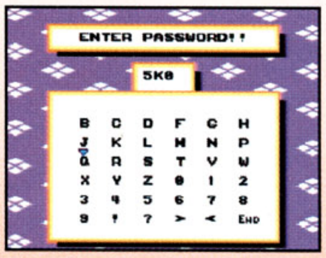

DOINK
COMBO
OPTIONS
RAZOR

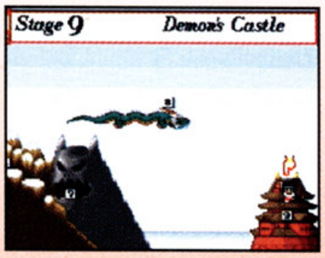
At the character-select screen, **press and hold Button R2 and Button L1**. Then, **while still holding these two buttons, press Button □, Button ×, Button ○, and Button △**. The word "Combo" will appear under your character. Now the combo meter never runs dry!

Super NES

Pocky & Rocky 2

Passwords


ENTER PASSWORD!!
5K0
B C D F G H
J K L M N P
Q R S T V W
X Y Z 0 1 2
3 4 5 6 7 8
9 ! ? > < END

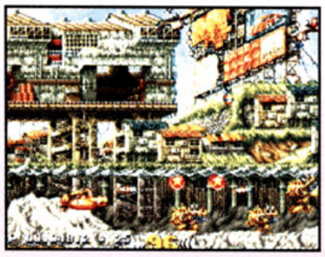

Stage 9
Demon's Castle

Stage 3:	**V3BX**
Stage 4:	**F87N**
Stage 5:	**S2YP**
Stage 6:	**6DZ4**
Stage 7:	**TR5C**
Stage 8:	**GZLR**
Stage 9:	**5K0Q**

PlayStation

In the Hunt*

Extra Continues



When all your continues are used up and your last sub has just been destroyed, **press and hold Button △ and Select**. Then, **with these two buttons still held down, press Start**. You will get five more continues.

*Note: These tests were done on an early version of the game and are subject to change.

New tips every week!

Dial Into GAMEPRO

and Get Tips Instantly!!

OPTION 1

Get a Clue

To get the HOTTEST tips for your favorite system, you gotta Get A Clue!

- Press 1 **Sony PlayStation**
- Press 2 **Sega Saturn**
- Press 3 **3DO**
- Press 4 **Sega Genesis**
- Press 5 **Super Nintendo**
- Press 6 **Alternate Systems**

OPTION 2

Hit Us with your Best Tip

Leave or pick up tips and cheats from some of the best gamers around!

- Press 1 **Sony PlayStation**
- Press 2 **Sega Saturn**
- Press 3 **3DO**
- Press 4 **Genesis**
- Press 5 **Super Nintendo**

OPTION 3

Get a Classic Clue

Dust off those old carts and get the best tips for your favoite system!

- Press 1 **Super Nintendo**
- Press 2 **Sega Genesis**
- Press 3 **3DO**
- Press 4 **Atari Jaguar**

OPTION 4

TIP!!!

Slammin' 16-bit and 32-bit tips of the week!

OPTION 5

Scary Larry's Hot Picks

Leave your best tip for Scary Larry...you may get picked!

1-900-860-TIPS

Calls average three minutes in length and cost $1.29 a minute.

Be sure to get your parents' permission to use GamePro's Hot Tips Hotline if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA

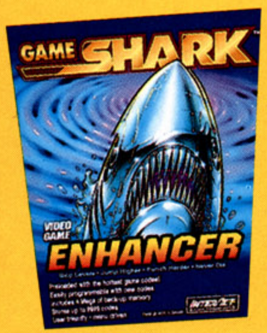
Also available in Canada! 1-900-451-5552
Calls cost $1.49 a minute (Canadian)

The Game Shark lets you do anything you want to your favorite games.

FOR THE LATEST CODES CALL THE GAME SHARK HOTLINE AT 1-900-773-SHARK

Call costs $1.29 per minute. Must be at least 18 years of age or have parent's permission to call. A service of Interact Accessories, Inc.

Check out the Interact Web Site at: http://www.interact-acc.com



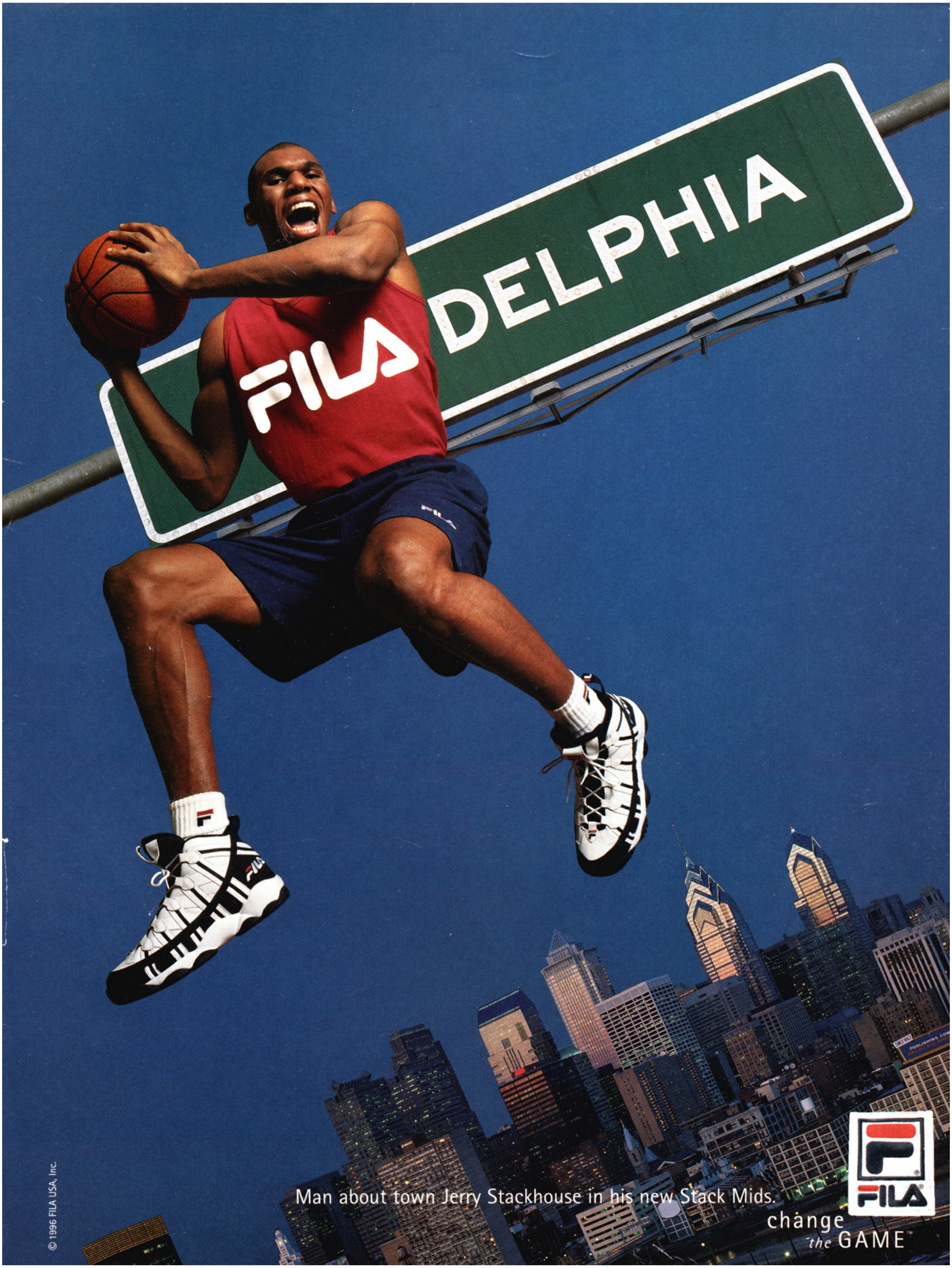
Kill faster! Jump higher! Never die! This time Interact has gone too far! With the GAME SHARK™ for the PlayStation™ and Sega Saturn™ systems, the rules no longer apply! Punch in the inifinte ammo codes for DOOM™ or VIRTUA COP™ and you'll have your foes outgunned! With infinite health codes for MK3™ and BATTLE ARENA TOSHINDEN™, even the most devastating blow has no effect! Throw away the budget when you turn on the unlimited money codes for ROAD RASH™ and OFF-WORLD INTERCEPTOR™! Turn battle damage into a thing of the past with infinite shield codes for TOTAL ECLIPSE TURBO™ and HI-OCTANE™! The GAME SHARK is the ultimate game enhancer!

By

INTERACT
MULTIMEDIA PRODUCTS

Make your own rules.

PlayStation is a trademark of Sony Computer Entertainment Co. Sega and Sega Saturn are registered trademarks of Sega Enterprises, Ltd. Doom is a trademark of id Software, Inc. Virtua Cop is a trademark of Sega Enterprises. MK3 is a trademark of Midway Manufacturing Co. Battle Arena Toshinden is a trademark of Takara Co.Ltd. Road Rash is a trademark of Electronic Arts. Off-World Interceptor and Total Eclipse Turbo are trademarks of Crystal Dynamics. Hi-Octane is a trademark of Bullfrog Productions Ltd. THE GAME SHARK IS NOT A GAME. GAME SHARK for the PlayStation and GAME SHARK for the Sega Saturn are each sold separately. GAME SHARK is a trademark of Interact Accessories, Inc. © 1996 Interact Accessories, Inc. A RECOTON COMPANY, 10945 McCormick Road, Hunt Velley, MD 21031. (410) 785-5661.


FILA
DELPHIA
FILA
FILA

Man about town Jerry Stackhouse in his new Stack Mids.

change
the GAME™

© 1996 FILA USA, Inc.